

CHARITABLE GAMING POLICIES HANDBOOK

CHARITABLE GAMING POLICIES HANDBOOK

Table Of Contents

1. GENERAL INFORMATION

- 1.1 Definitions
- 1.2 Legislation and Board Policies
- 1.3 Application for Licence
- 1.4 Training
- 1.5 Contacting the Commission

2. BASIC ELIGIBILITY

- 2.1 Charitable & Religious Groups - Basic Eligibility

3. ELIGIBILITY FOR SPECIFIC GROUPS

- 3.1 Agricultural Fair or Exhibition – Eligibility
- 3.2 Aid of the Distressed – Eligibility
- 3.3 Arts Groups – Eligibility
- 3.4 Associations of Employees, Occupations or Professions – Eligibility
- 3.5 Chamber of Commerce/Board of Trade – Eligibility
- 3.6 Children’s Groups – Eligibility
- 3.7 Community Leagues/Associations – Eligibility
- 3.8 Education Groups – Eligibility
- 3.9 Ethno-Cultural Groups – Eligibility
- 3.10 Fundraising Groups – Eligibility
- 3.11 Government – Eligibility
- 3.12 Historical Resource Groups – Eligibility
- 3.13 Hobby/Social Groups – Eligibility
- 3.14 Lobby Groups – Eligibility
- 3.15 Medical/Health Aid & Relief Groups – Eligibility
- 3.16 Nature Conservation – Eligibility
- 3.17 Non-Profit Groups – Eligibility
- 3.18 Promotional Groups – Eligibility
- 3.19 Related Groups – Eligibility
- 3.20 Religious Groups – Eligibility
- 3.21 Senior Citizens Groups – Eligibility
- 3.22 Sports Groups – Eligibility
- 3.23 Umbrella Groups – Eligibility
- 3.24 Veterans, Service & Fraternal Groups – Eligibility
- 3.25 Youth Groups – Eligibility
- 3.26 Community Events – Eligibility
- 3.27 Community Facility – Eligibility

CHARITABLE GAMING POLICIES HANDBOOK

Table Of Contents

4. GENERAL USE OF GAMING REVENUE/PROCEEDS

- 4.1 General – Use of Gaming Revenue
- 4.2 Prizes – Use of Gaming Revenue
- 4.3 Gaming Event Expenses – Use of Gaming Revenue
- 4.4 General – Use of Proceeds

5. SPECIFIC USE OF PROCEEDS

- 5.1 Accounting Fees/Gaming Financial Reports – Use of Proceeds
- 5.2 Administrative Costs – Use of Proceeds
- 5.3 Assistance Fund – Use of Proceeds
- 5.4 Bursaries and Scholarships – Use of Proceeds
- 5.5 Debt Retirement – Use of Proceeds
- 5.6 Donations Within Alberta – Use of Proceeds
- 5.7 Donations Outside of Alberta – Use of Proceeds
- 5.8 Education – Use of Proceeds
- 5.9 Emergency Funds – Use of Proceeds
- 5.10 Equipment/Uniforms/Costumes/Vehicles – Use of Proceeds
- 5.11 Facility – Use of Proceeds
- 5.12 Fundraising – Use of Proceeds
- 5.13 Lobbying – Use of Proceeds
- 5.14 Promotional Activities – Use of Proceeds
- 5.15 Senior Citizen Activities – Use of Proceeds
- 5.16 Social Events – Use of Proceeds
- 5.17 Sports – Use of Proceeds
- 5.18 Travel: Conferences, Seminars, Workshops, Clinics, Meetings, and Conventions – Use of Proceeds
- 5.19 Travel: Education – Use of Proceeds
- 5.20 Travel: Performing Arts Groups – Use of Proceeds
- 5.21 Travel: Sports – Use of Proceeds
- 5.22 Travel: “Other” – Use of Proceeds
- 5.23 Volunteer Expenses – Use of Proceeds
- 5.24 Wages, Salaries, Fees for Service, and Honorariums – Use of Proceeds
- 5.25 Endowment Funds – Use of Proceeds
- 5.26 Community Events – Use of Proceeds
- 5.27 Aid of the Distressed – Use of Proceeds

CHARITABLE GAMING**PAGE 1 OF 5****SUBJECT: DEFINITIONS**

In these policies and procedures,

1. **“Active delivery of a program or service”** means the volunteer membership of the applicant or a licensed group establish, maintain control of and deliver the group’s regular/ongoing program(s) and services to the community. *(Amended Mar 2018)*
2. **“Adult”** means an individual 22 years of age or older.
3. **“AGLC”** means Alberta Gaming, Liquor and Cannabis. *(Added Jun 2017)*
4. **“Board”** means the Board of AGLC.
5. **“Broad based membership”** means:
 - a) membership is open to the general public;
 - b) membership does not depend on an individual’s relationship with a particular individual or individuals;
 - c) membership is representative of the larger community; and
 - d) membership is not restricted by gender, ethnic, racial or cultural background, age, ability, religion, income, or sexual orientation, wherever possible. *(Amended Mar 2018)*
6. **“Building account”** means a separate bank account for administering gaming proceeds for facility expenses. *(Added Mar 2018)*
7. **“Capital costs”** means fixed, one-time expense(s) incurred in the purchase of land, building, construction, and equipment. Capital expenditures acquire or produce an asset whose value continues to be used (or consumed) over several years. A capital expense generally gives a lasting benefit or advantage. Capital costs include, but are not limited to: *(Added Mar 2018)*
 - a) purchase of land and/or building;
 - b) construction of building;
 - c) purchase or replacement of heating, ventilation, and air conditioning (HVAC) equipment;
 - d) financing costs (e.g. mortgage); or

CHARITABLE GAMING

PAGE 2 OF 5

SUBJECT: DEFINITIONS

- e) major renovations or leasehold improvements (costing more than \$50,000) that improve the property from its original state.
8. **"Charitable community benefit"** means a benefit delivered to the community or a significant segment of the community in one of the areas recognized as charitable by AGLC (see Section 2.1, Standard 4).
9. **"Charitable gaming"** means bingo, casino table games, raffles and pull ticket sales conducted by eligible groups that have been licensed by AGLC.
10. **"Charitable group"** means a non-profit group determined by AGLC to meet licensing eligibility requirements. AGLC is not bound by the definition of "charity" used by other authorities or jurisdictions.
11. **"Charitable or religious purpose"** means a purpose that is recognized as charitable by AGLC and includes the following:
- a) relief of poverty;
 - b) advancement of education;
 - c) advancement of religion; and
 - d) other purposes beneficial to the community.
12. **"Commercial use"** means the use of land, a facility, equipment, or other assets with the intent to earn a profit. *(Added Mar 2018)*
13. **"Commission"** means the Alberta Gaming, Liquor and Cannabis Commission.
14. **"Community"** for the purpose of conducting gaming events means the Municipality, County, Municipal District, Improvement District or special area in which the licensed charity is located.
- "Community"** for the purpose of determining an eligible **"community benefit"** means a community of persons within a geographic location or a community of persons who share a common interest, for example in the arts, culture, or sports.

CHARITABLE GAMING**PAGE 3 OF 5****SUBJECT: DEFINITIONS**

15. **"Cost recovery"** means the disbursement of proceeds to pay for eligible program costs not covered by the program revenues/receipts. *(Added Mar 2018)*
16. **"External entity"** means any individual, organization or government body other than the applicant group.
17. **"Facility"** means a physical structure or land used by a charitable group to deliver its charitable programs. *(Added Mar 2018)*
18. **"Facility cost"** means all facility capital costs, operating costs, leasehold improvements and renovations. *(Added Mar 2018)*
19. **"Leasehold improvements"** means work completed specifically to improve a leased property to bring it to a standard to allow a group to deliver its charitable program(s). *(Added Mar 2018)*
20. **"Licence"** means a licence issued by AGLC to a charitable or religious group or the board of a fair or exhibition authorizing the group or board to conduct one or more gaming events.
21. **"Licensee"** means the charitable or religious group or the board of a fair or exhibition holding a valid licence issued by AGLC.
22. **"Operating costs"** means expenses related to the operation of a facility and any expenditure on assets whose value is used up within the same year. Operating costs include, but are not limited to: *(Added Mar 2018)*
 - a) utilities;
 - b) purchase of fixtures and furnishings;
 - c) insurance;
 - d) property taxes;
 - e) janitorial costs and supplies; and
 - f) repairs and maintenance.
23. **"Procedures"** refer to how compliance with specific policy and standards is determined.

CHARITABLE GAMING

PAGE 4 OF 5

SUBJECT: DEFINITIONS

24. **"Proceeds"** means the gross gaming revenue less gaming prizes and expenses, and the commission paid to charities at whose licensed gaming events AGLC conducts provincial lotteries. It also includes all interest, dividends or other income earned on gaming proceeds deposited in interest accounts or held, with AGLC approval, in deposit certificates or investments made by a trustee.
25. **"Regular/Ongoing"** means a program or service that operates on a continual or constant basis throughout the year and that is scheduled at regularly occurring intervals. *(Added Mar 2018)*
26. **"Related party"** means individuals connected by birth relationship (i.e. parent, child, brother and sister), marriage, common-law partnership or adoption. Related person also includes one or more corporations and: *(Added Mar 2018)*
- a) a person who controls a corporation, if it is controlled by one person;
 - b) a person who is a member of a related group that controls a corporation; or
 - c) any person related to the person described above.
27. **"Related party transaction"** means the transfer of economic resources or obligations between related parties, or the provision of services by one party to a related party, regardless of whether any consideration is exchanged. *(Added Mar 2018)*
28. **"Regulatory Division"** means the Regulatory Services Division of AGLC.
29. **"Renovation"** means work completed to improve a facility that a group owns to bring it to a standard that would allow the group to deliver its charitable program. *(Added Mar 2018)*
30. **"Self-sustaining"** means a program or facility with sufficient revenues (e.g. rental fees, grants and donations) to pay all the operating and capital costs of the facility. *(Added Mar 2018)*
31. **"Significant segment of the community"** means:
- a) programs and services are reasonably available to all members of the general public who qualify and wish to participate;

CHARITABLE GAMING

PAGE 5 OF 5

SUBJECT: DEFINITIONS

- b) the beneficiaries are not numerically insignificant relative to the community to which the programs and services are provided; and
 - c) membership or participation does not depend on a personal relationship to any particular individual or individuals.
32. **“Standards”** refer to the specific conditions that must be met under a policy.

CHARITABLE GAMING

PAGE 1 OF 2

SUBJECT: LEGISLATION AND BOARD POLICIES

1. Charitable gaming activities in the province are governed by the *Criminal Code* (Canada), the *Gaming, Liquor and Cannabis Act* (Alberta) and the Gaming, Liquor and Cannabis Regulation (Alberta).
2. The Alberta Gaming, Liquor and Cannabis Commission (Commission) is the province's gaming authority, responsible for administering and regulating the gaming industry in Alberta, including the licensing and regulating of charitable gaming activities. The Commission is established under the *Gaming, Liquor and Cannabis Act*.
3. Charitable gaming refers to bingo, casino table games, raffles, and pull ticket sales conducted by eligible groups that have been licensed by the Commission.
4. Under the above noted federal and provincial legislation the Commission may only issue gaming licences to charitable and religious organizations to conduct gaming activities if the proceeds derived from these activities are used for charitable or religious purposes.
5. The Commission must ensure that its policies and the use of proceeds by licensed organizations comply with the legislation. The policies established by the Board of the Commission for eligibility for charitable gaming licensing and the use of gaming proceeds are contained in this handbook.
6. The Charitable Gaming Policies handbook may be accessed on AGLC's website at aglc.ca.
7. The policies of the Board reflect the guiding principles for gaming adopted by the province:
 - a) The integrity of gaming will be ensured.
 - b) Gaming policies will reflect a commitment to social responsibility.
 - c) The financial return to eligible charities from charitable gaming is to be maximized for the benefit of charitable and religious groups, the programs or activities they deliver and the communities in which those programs or activities are undertaken.
 - d) Gaming policies will be supported by sound research and consultation with the public and stakeholders.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: LEGISLATION AND BOARD POLICIES**

- e) The collection and use of gaming revenue will be open and accountable.
 - f) Gaming activities will meet standards of quality to protect the integrity of gaming activities, provide gaming entertainment value to consumers, and help to keep gaming dollars in the province.
 - g) The guiding principles for gaming will be subject to review, to ensure they reflect Albertans' wishes.
8. Once a gaming licence has been issued, the charitable gaming activity must be conducted in compliance with:
- a) the *Criminal Code* (Canada);
 - b) the *Gaming, Liquor and Cannabis Act* (Alberta);
 - c) the Gaming, Liquor and Cannabis Regulation (Alberta);
 - d) Board policies; and
 - e) The terms and conditions of the licence.
9. Noncompliance with Board policies may result in disciplinary action such as fines, suspension of gaming licences, revocation of gaming licences, and/or directives to donate all gaming proceeds to other eligible charitable organizations.

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: APPLICATION FOR LICENCE**

1. To qualify for a charitable gaming licence an organization must submit to AGLC a complete application for licence on the prescribed form and the required supporting documents.
2. AGLC will review the information provided in a fully completed application to determine if the applicant is eligible for a charitable gaming licence. The eligibility of all applicants will be based on the eligibility criteria for organizational structure, program delivery, and use of gaming proceeds contained in the policies enclosed in this handbook. *(Amended Mar 2018)*
3. If an applicant's eligibility cannot be determined by a review of the information contained in the submitted application, additional information may be requested. *(Amended Mar 2018)*
4. AGLC works to review and process all applications for licence within 12 weeks of receipt of a complete application. Processing applications and determining eligibility may take longer if the submitted application information is incomplete or a more detailed eligibility review is required to determine eligibility.
5. Applicants that are not eligible for a charitable gaming license will be advised by AGLC in writing of the reasons they are not eligible.
6. Applicants that are found eligible for licensing may be subject to a review of their eligibility by AGLC at any time to confirm the organizations continued eligibility for licence.
7. All information provided by applicants and licensees to AGLC must be truthful and accurate.

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: TRAINING**

1. Training is available to applicants and licensed charities through AGLC. Training sessions include information on the following topics:
 - a) the licensing application process;
 - b) eligibility for gaming licensing;
 - c) approved use of gaming proceeds;
 - d) reporting requirements following a gaming event; and
 - e) legislation, regulation and policy that govern the conduct of gaming events.
2. Further information about the training program can be obtained by contacting AGLC.
3. Visits by inspectors are opportunities to ask questions about the legislation, regulation, or policies which affect the operation of gaming events and the eligibility of charitable organizations and their use of gaming proceeds.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: CONTACTING THE COMMISSION**

1. Written communication may be addressed to any of the following:
 - a) Alberta Gaming, Liquor and Cannabis Commission
50 Corriveau Avenue
St. Albert, AB T8N 3T5
Fax: 780-447-8911 or 780-447-8912
 - b) Alberta Gaming, Liquor and Cannabis Commission
110 Deerfoot Atrium
6715 - 8 Street NE
Calgary, AB T2E 7H7
Fax: 403-292-7302
 - c) Alberta Gaming, Liquor and Cannabis Commission
3, 7965 - 49 Avenue
Red Deer, AB T4P 2V5
Fax: 403-314-2660
 - d) Alberta Gaming, Liquor and Cannabis Commission
3103 - 12 Avenue North
Lethbridge, AB T1H 5P7
Fax: 403-331-6506
 - e) Alberta Gaming, Liquor and Cannabis Commission
100-11039 - 78 Avenue
Grande Prairie, AB T8W 1J7
Fax: 780-832-3006
2. The following is a list of AGLC office telephone numbers. Telephones will be answered by machine when staff is not available or calls are outside of normal office hours. Normal office hours are 8:15 a.m. to 4:00 p.m. Monday to Friday, excluding holidays.
 - a) St. Albert (Head Office): 780-447-8600
 - b) Calgary: 403-292-7300
 - c) Red Deer: 403-314-2656
 - d) Lethbridge: 403-331-6500
 - e) Grande Prairie: 780-832-3000



**SECTION: GENERAL
INFORMATION**

NUMBER: 1.5

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: CONTACTING THE COMMISSION

3. The web site address of AGLC is aglc.ca.
4. The licensee must immediately report to AGLC any irregularities, theft, fraud, cheating at play or violations of policy in the conduct of their licensed gaming event and in the use of gaming proceeds.

DATE ISSUED: August 21, 2003

AUTHORITY:

Original signed by
NORM PETERSON

CHARITABLE GAMING**SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY****POLICY:**

A charitable or religious group is eligible for gaming licensing if the group is structured in a manner acceptable to the Board and can prove a record of active delivery of a charitable or religious program to the community.

STANDARDS:

1. To be eligible for gaming licensing, the applicant group must have:
 - a) a broad based volunteer membership which represents the community at large;
 - b) Alberta resident volunteer members who establish, maintain control of and deliver the group's programs;
 - c) 75 per cent or more of its executive democratically chosen from its volunteer base (a maximum 25 per cent of the group's executive may be appointed by an external entity);
 - d) no paid members, directors or officers. (Note: Some persons in these positions may be paid for other work done for the group, and the group may still be eligible for licence. However, for each paid position, the group must provide the AGLC with the position title, position job description, full disclosure of salary, and benefits and the source of the funds for salary and benefits);
 - e) programs that benefit a significant segment of the community, not member's self-interest or individual/personal benefit; (*Amended Mar 2018*)
 - f) a not-for-profit objective;
 - g) groups applying for a licence for which licence fees are charged must be incorporated. Acceptable forms of incorporation are:
 - i) *Societies Act* (Alberta);
 - ii) Part 9 of the *Companies Act*;
 - iii) Part II of the *Canada Corporations Act*;
 - iv) *Religious Societies Land Act*;

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

v) other Alberta Statutes, approved by the Board, such as:

- Band Council Resolution for a First Nations Charity operating an event on its reserve land. To operate gaming events off the reserve to which a licence fee applies, a First Nations charity must be incorporated;
- a group governed under the *School Act* (with the exception of school councils which are not eligible for licensing); or
- a group established under the *Regional Health Authorities Act* to enhance hospital care for people in the community.

vi) charter from a recognized international governing body (e.g., service club charter).

h) (*Deleted Mar 2018*)

2. The applicant group must be able to prove a record of active delivery of its charitable or religious programs or services to the community. For casino applicants, an active record of program delivery for the previous 24 months is required. In locations where there is no casino waiting list, casino licences will be considered after 12 months of proven program delivery. For bingo applicants and applicants for a raffle with a total ticket value more than \$100,000, an active record of program delivery for the previous 12 months is required.

3. The applicant group must provide a written declaration or statement of the charitable community benefit provided by the programs or services the group delivers. The declaration must identify:

- a) the type of programs or services delivered by the group;
- b) the date(s) and approximate time(s) of program or service delivery;
- c) the premises from which the program or service delivery is made;

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

- d) the number of persons participating in the programs or receiving services and the fee structure charged (the names, addresses, and phone numbers of program participants and/or recipients of services may be required);
 - e) the number of persons who may potentially benefit from the programs or services offered by the group;
 - f) a list of programs or services that are restricted to members and those which are open to the general public;
 - g) the percentage of participants or recipients of the group's programs or services who are group members and percentage who are members of the public;
 - h) an explanation as to why the group's programs or services is important to the community; and
 - i) a description of how the group's programs or services are distinct or unique from any other similar programs or services already provided in the community.
4. A charitable community benefit is provided when a service or program is delivered to a significant segment of the community in one of the following areas:
- a) Relief of the aged or disadvantaged:
 - i) relief to the poor;
 - ii) programs for the elderly so they can stay active in society; or
 - iii) social services and educational programs for the emotionally or physically distressed.
 - b) Advancing education and learning by providing:
 - i) student scholarships;
 - ii) aid to schools;
 - iii) aid to libraries;
 - iv) aid to museums;

CHARITABLE GAMING**SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY**

- v) aid to the arts; or
 - vi) aid to the preservation of cultural heritage.
- c) Provide help to the community which:
 - i) make improvements to the quality of health;
 - ii) support medical research;
 - iii) aid medical treatment programs;
 - iv) supply a facility for the community's use;
 - v) support eligible amateur sports; or
 - vi) contribute places for worship and other religious programs.
- 5. The group's proposed use of gaming proceeds must be in accordance with the Board's use of gaming proceeds policy.
- 6. Groups engaged in any commercial activity which generates income for the personal gain of the group's membership or others are ineligible for gaming licensing.
- 7. Groups that charge fees for their programs or services for the purpose of generating a profit rather than on a cost-recovery basis are ineligible for gaming licensing.
- 8. Groups whose application for licensing is under review by AGLC or groups already licensed by AGLC must immediately advise AGLC in writing of any changes to:
 - a) the group's organizational structure as defined in Standard 1;
 - b) the group's objectives or purpose;
 - c) the type of programs or services delivered by the group including changes to:
 - i) the intended recipients, participants or beneficiaries of its programs or services;
 - ii) the date and time of program and/or service delivery;

CHARITABLE GAMING**SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY**

- iii) the premises from which the program and/or service delivery is made; and
 - iv) for groups who operate a public facility, changes to the access policy or procedures to the facility for group members or for members of the public.
9. Groups located within the boundary of Edmonton must conduct casinos within that city. Groups located outside of Edmonton may not access casinos within that city. *(Amended, Aug. 2014)*
10. Groups may conduct bingo events at any bingo association hall in Alberta, contingent upon approval of the bingo association. Bingo associations accepting groups outside of the association's municipality must consult with Bingo Alberta prior to the group conducting a bingo event. *(Amended, Aug. 2014)*
11. Groups located within the boundary of Calgary must conduct casinos within that city. Groups located in close proximity to Calgary may conduct casinos at Century Casino Calgary. This area includes Banff to the west, Crossfield to the north, Strathmore to the east and High River to the south. *(Amended Jul. 2016)*
12. *(Deleted Aug. 2014)*
13. Outside of Edmonton and Calgary (except as provided for in Standard 11) groups must normally conduct their casino events at licensed casino facilities situated outside of Edmonton and Calgary which are either in their location or at the casino facility in closest proximity to their location.
14. Provincial groups are eligible to conduct gaming events in any community in the province subject to compliance with Section 3.19 – Related Groups – Eligibility policy. To establish “provincial group status” for gaming licences, groups must establish with AGLC that:
- a) the registered charitable objectives of the group have a provincial focus;
 - b) the by-laws of the group provide for the establishment of offices in other Alberta communities;
 - c) the executive and membership lists of the group indicate that membership is drawn from communities throughout Alberta; and

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

- d) the group has a record of program or service delivery and plans to continue to deliver its programs or services to communities throughout Alberta.
- 15. Groups whose structure, programs or services are not identified as being eligible for a gaming licence as specified in the eligibility policies are not eligible for licensing.
- 16. The terms “charity” and “charitable purpose” as identified in these policies are defined by AGLC solely for the purposes of issuing gaming licences. AGLC is not bound by the definition of “charity” or “charitable purpose” used by other authorities or jurisdictions.
- 17. The interpretation of the eligibility policies rests with AGLC.
- 18. Notwithstanding anything in these policies, the Board may find eligible for continued licensing any group that in the opinion of the Board, the public benefit to the community derived from the group’s program or services is of such importance that it warrants an exception to the policy.

PROCEDURES:

- 1. All applications for gaming licences must be reviewed by the Regulatory Division to determine their basic eligibility for licensing. The Regulatory Division must review each application and attached documents to ensure there is sufficient information to determine the eligibility of the group. If more information is required, the Regulatory Division must contact the group’s representative by telephone or in writing and request the required information.
- 2. To have its eligibility for gaming licensing determined by the Regulatory Division, the applicant group must submit an application in the prescribed form, signed by the President and Treasurer of the group, and attach the following information:
 - a) Incorporation Documents:
 - i) Certificate of Incorporation for groups incorporated under the *Societies Act*, Part 9 of the *Companies Act*, *Religious Societies Land Act* and other statutes;

CHARITABLE GAMING**SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY**

- ii) Letters patent for groups incorporated under Part II of the *Canada Corporations Act*;
- iii) Charter for groups established under the by-laws of nationally or internationally recognized community service organizations;
- iv) letter of authority from the governing body or a recognized non-charter community service organization, such as the Red Cross, to establish and operate a chapter or club of that organization;
- v) copy of by-laws approved by the Minister of Health and Wellness for groups established under the *Regional Health Authorities Act*;
- vi) copy of Objects or Memorandum of Association; and
- vii) copy of registered by-laws or Articles of Association.
- b) current executive list, including position titles, addresses and telephone numbers (business, residence and fax), and a description of how the group's board and executive are elected;
- c) current membership list, including names, addresses, and telephone numbers;
- d) a community benefit statement identifying the following:
 - i) A description of the type of programs or services that have been delivered by the group.
 - ii) The date(s) and approximate time(s) of the program or service delivery.
 - iii) The premises from which the program or service delivery is made.
 - iv) The number of persons participating in the programs or receiving services and the fee structure charged. (The names, addresses and phone numbers of program participants and/or recipients of services may be required).

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

- v) The number of persons who may potentially benefit from the programs or services offered by the group.
- vi) A list of programs and services that is restricted to members and those that are open to the general public.
- vii) The percentage of participants or recipients of the group's programs and services who are group members and percentage who are members of the public.
- viii) An explanation as to why the group's programs or services is important to the community.
- ix) A description of how the group's programs or services are distinct or unique from any other similar programs or services already provided in the community. (NOTE: Programs or services do not have to be unique for the group to be eligible. The purpose of this requirement is to establish whether there are similar or common programs or services in the community. This allows groups to contemplate whether there may be a benefit to collaborate with similar groups in the community to achieve a common charitable purpose.)
- e) balance sheet and income statement for the last two years. [Note: Name, address, phone number, and position of person preparing the reports are also required];
- f) names of governing body and affiliated groups, names of groups to which donations are made or from which donations are received, names of groups to which registration fees are paid or from which registration fees are received, names of groups in which there is an overlap or duplication of programs, services, membership or executive with the applicant group, the name of another charity, parent group or governing body or any related entity who approves the applicants decision making regarding internal operating procedures, program or service delivery, or financial spending;
- g) a statement whether the group owns or rents a facility to deliver its programs or services and a copy of the certificate of title or lease agreement;

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

- h) a breakdown of the yearly facility usage by members and non-members, rental fees, and copies of contracts and leases; and
 - i) minutes of executive or general meeting at which authorization was granted to make application for gaming licence.
- 3. The Regulatory Division must accept copies of the following documents as proof of incorporation or legal formation of the applicant group:
 - a) a Certificate of Incorporation if the group is incorporated under the *Societies Act*, Part 9 of the *Companies Act*, *Religious Societies Land Act* or other statute;
 - b) letters patent for groups incorporated under Part II of the *Canada Corporations Act*;
 - c) a Charter from a recognized international governing body along with by-laws of the governing body authorizing the establishment of charter groups; and
 - d) a letter of authority from a governing body authorizing the formation of a chapter or branch group along with by-laws of the governing body showing the governing body has the legal right to authorize the establishment of chapter or branch groups.
- 4. If licence fees are payable the group must be incorporated in a form listed in Standard 1. g).
- 5. For groups incorporated under a statute, the Regulatory Division must confirm through Corporate Registry that the group is listed as "active." If the group is not listed with Corporate Registry or the group is listed as "start" or "struck," the applicant must be contacted by the Regulatory Division ("start" means registries have begun the process of "striking" the group from the registry). If the group is listed as "start" or "struck" the group must be advised that their gaming application will not be processed until they make the outstanding filing with Corporate Registry and are listed as "active" on the registry. If not listed, the group must be advised that their gaming licence application cannot be processed until they are listed as "active" on the Corporate Registry.

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

6. The Regulatory Division must review the group's registered objects as stated in a Statement of Objects, in their registered by-laws or in their Memorandum of Association, to ensure that the group's objects or purposes are primarily:
 - a) expressed in precise terms e.g., clearly recognized as charitable in law;
 - b) not for profit;
 - c) not focussed on self-interest;
 - d) to provide a community benefit as listed in Standard 3;
 - e) consistent with the group's actual program or service delivery to the community; and
 - f) for provincial groups, the objects are provincial in scope.
7. The Regulatory Division must review the group's registered by-laws or Articles of Association to ensure the following:
 - a) The rules for membership allow for a broad base of volunteer members from the community and membership is not restricted by:
 - i) gender, ethnic, racial or cultural background, age, ability, religion, income, or sexual orientation, wherever possible;
(Amended Mar 2018)
 - ii) membership fees so excessive as to prohibit participation of ordinary members of the public;
 - iii) no more than 25 per cent of members being appointed by an external entity;
 - iv) arbitrary discretion of the group's executive or board; and
 - v) the number of shares held by the prospective member in a non-profit company.

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

- b) The executive is democratically elected from the general volunteer membership, that is:
 - i) general membership is open and accessible to any individual;
 - ii) each general member has one vote;
 - iii) no class of membership has the right to more than one vote;
 - iv) each general member has the right to run for elected office;
 - v) executive positions have limited terms of no more than three years, followed by an election for the position; and
 - vi) a maximum of 25 per cent of the members of the executive may be appointed by an external entity.
- c) There are no provisions for payment to members, directors or officers, including payment of income, honorariums, dividends, shares or transfer of property.
- d) The group is an independent “stand alone” group. If the group is connected to a parent group or affiliate group, its eligibility may be affected by the provisions of the following sections of the Charitable Gaming Policies Handbook:
 - 3.8 Education Groups
 - 3.19 Related Groups
 - 3.22 Sports Groups
 - 3.23 Umbrella Groups
- e) For “provincial groups,” by-laws that provide for local chapters or branches may help qualify the group for a gaming licence as a “provincial group” as per Standard 14.
- f) *(Deleted Mar 2018)*

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

8. The Regulatory Division must review the list of executive names and position titles as well as the membership list to ensure the membership is broadly based and that control of the group is not held by a small group based on family relations. For example, the Regulatory Division must determine whether:
 - a) one individual holds more than one executive position, unless this is permitted in the group's by-laws (e.g. Secretary/Treasurer);
 - b) executive positions are held by persons with the same surname, or the same residential address and/or the same residential phone number;
 - c) the group's membership is large enough to provide sufficient volunteers to conduct the licensed gaming event applied for, considering all the gaming licences the group holds or has applied for; and
 - d) for provincial groups, executive members drawn from communities throughout the province is a significant although not a necessary indicator of the group's provincial status.
9. For groups applying for a casino or bingo licence the Regulatory Division must conduct a Gaming Licensing System (GLS) search using the group's name, organization class and the names of the executive members to identify affiliations with other licensed groups that may affect casino or bingo licence eligibility due to "related group" issues as per Section 3.19.
10. The Regulatory Division must review the group's record of program or service delivery to ensure it is:
 - a) consistent with the registered objects of the group, consistent with the proposed use of gaming proceeds stated on its application and that the program or service delivery is charitable or religious;
 - b) benefiting a significant segment of the community, not members' self-interest;
 - c) for casino licensing, the group must demonstrate that they have delivered their programs or services for a minimum of 24 months immediately prior to being slotted;

SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY

- d) for casino licensing outside of Edmonton or Calgary where there is no waiting list a group may be slotted for a casino after they have demonstrated that they have delivered charitable programs or services to the community for the preceding 12 months;
 - e) for bingo licensing and raffle licensing with a total ticket value more than \$100,000, the group must demonstrate that they have delivered their programs or services for a minimum of 12 months immediately prior to the date of application; and
 - f) if the group is so newly formed that the nature of its activities cannot be determined, the group is not eligible for licensing.
11. The Regulatory Division must review the group's financial statements for the past two years to determine the following:
- a) The group's income from all gaming and non-gaming sources, including government and private grants, other fundraising projects, donations, user fees and income generated from commercial activity.
 - b) The disbursement of funds to ensure funds are spent to further the group's charitable or religious objects and are not spent on activities that may make the group ineligible for licence such as:
 - i) income to members, officers, directors;
 - ii) dividends or income transfers to other individuals, affiliates or corporate entities (charities and religious groups incorporated as a non-profit company under Part 9 of the *Companies Act* may pay dividends to other charitable or religious groups and still be eligible for gaming licensing);
 - iii) the purchase of profit generating equipment, businesses or property (the purchase of equipment, or a business or property that is operated on a cost recovery charitable basis may be acceptable); and
 - iv) expenditures on the delivery of non-charitable programs or services.

CHARITABLE GAMING**SUBJECT: CHARITABLE & RELIGIOUS GROUPS - BASIC ELIGIBILITY**

12. If AGLC determines that an applicant group is not eligible for gaming licensing, the applicant will be advised in writing of the reason(s) for the decision and the process to appeal AGLC's decision (see Procedure 13). *(Amended Mar 2018)*
13. If the applicant group disagrees with the decision of AGLC, the applicant group may appeal the decision in writing as follows: *(Amended Mar 2018)*
 - a) the applicant group may appeal in writing to the Regulatory Services Division, providing additional information to support the eligibility review. Once a decision is reached, the applicant group will be advised in writing;
 - b) if the applicant group disagrees with the decision of AGLC as outlined above, the Vice President of Regulatory Services will consider a letter of appeal from the applicant group. Once a decision is reached, the applicant will be advised in writing of the reason(s) for the decision; and
 - c) if the applicant group disagrees with the decision of the Vice President of Regulatory Services, the applicant group may request a hearing before the Board, pursuant to section 95(1) of the *Gaming, Liquor and Cannabis Act* (Alberta). The request must be made within 30 days of the letter from the Vice President of Regulatory Services.
14. *(Deleted Mar 2018)*
15. *(Deleted Mar 2018)*
16. *(Deleted Mar 2018)*
17. *(Deleted Mar 2018)*
18. *(Deleted Mar 2018)*
19. *(Deleted Mar 2018)*
20. *(Deleted Mar 2018)*
21. Once a group has been found eligible, the Terms and Conditions and policy applicable to each type of licence must be followed.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: AGRICULTURAL FAIR OR EXHIBITION - ELIGIBILITY****POLICY:**

Groups, such as agricultural societies or exhibition boards, that conduct annual fairs, exhibitions or rodeo or chuckwagon events, may be eligible for licensing.

STANDARDS:

1. An agricultural society or exhibition board must appear as "in good standing" on the list of Registered Agricultural Societies issued by the Department of Agriculture.
2. In a municipality where an agricultural society or exhibition board does not exist or is inactive, an established registered rodeo association or chuckwagon association on an annual circuit may be eligible for licensing. The group must be incorporated and operated as a non-profit organization for the benefit of the community and it must operate on its own grounds.
3. In a municipality where an agricultural society, exhibition board, rodeo or chuckwagon association do not exist or are inactive, and there is a record of an annual fair in the municipality that is operated by an established charitable group, the charitable group that operates the annual fair may be eligible for licensing.
4. The gaming licence will normally only be issued for the duration of the event.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. If the Board of an agricultural society or exhibition applies for licensing, the Regulatory Division must confirm with Alberta Agriculture (telephone: 780/427-4311) that the applicant appears on its list of societies in good standing.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: AGRICULTURAL FAIR OR EXHIBITION - ELIGIBILITY**

3. If a rodeo or chuckwagon association applies for licensing, the Regulatory Division must confirm:
 - a) an agricultural society or exhibition board in its municipality does not exist or is inactive;
 - b) that it is recognized by a governing body as part of an annual circuit for its event;
 - c) that it is incorporated as not-for-profit and to provide community benefit, and has a record of providing community benefit;
 - d) that it owns or has control of its own grounds where the event will take place; and
 - e) gaming proceeds will not be used for social activities, but will be spent on operating the annual rodeo or chuckwagon event and/or will be spent on other approved uses to benefit the community.
4. If a charitable group applies for licensing to run an annual event, the Regulatory Division must confirm:
 - a) an agricultural society, exhibition board, rodeo or chuckwagon association in its municipality does not exist or is inactive;
 - b) that it is incorporated as not-for-profit and to provide community benefit, and has a record of providing community benefit;
 - c) that it owns or controls its own grounds where the event will take place;
 - d) it has a record of successfully operating the annual fair or exhibition in its community; and
 - e) gaming proceeds will not be used for social activities or for non-gaming prizes, but will be spent on operating the annual fair and/or will be spent on other approved uses to benefit the community.

The Regulatory Division must conduct a Gaming Licensing System (GLS) search using the group's location to determine whether an agricultural society, exhibition board, or rodeo or chuckwagon association exists in a particular municipality.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: AID OF THE DISTRESSED - ELIGIBILITY****POLICY:**

Groups that have identified specific issues of social concern and actively work to address these issues by providing programs and services to improve the quality of life for individuals, groups, and communities affected by disadvantages (such as poverty, mental or physical illness, or disability) may be eligible for licensing. *(Amended Mar 2018)*

STANDARDS:

1. Groups that provide educational, counselling and/or information programs to the community may be eligible for licensing.
2. Groups that provide the necessities of life, for example homeless shelters, battered women/children's shelters, youth shelters, temporary residential accommodations, to victims of disasters or sudden catastrophes, food banks, soup kitchens and community gardens that grow vegetables or fruit to promote food sustainability or to aid the distressed, may be eligible for licensing. *(Amended Dec, 2018; Amended Jul 2016)*
3. Groups that are primarily commercial enterprises providing through their facilities or programs a public service or community benefit are not charitable.
4. Groups formed for the primary purpose of lobbying to change government policy are not eligible.

PROCEDURES:

1. AGLC shall examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. AGLC shall determine what fees, if any, are charged for the group's programs or services, and the purpose of the fees. If the fees are used to generate income for the group's membership or other parties, the group will be ineligible for gaming licensing. If the fees are used strictly on a cost-recovery basis, the group may be eligible for licensing.

DATE ISSUED:

Dec. 1, 2018

AUTHORITY:Original signed by
Gael MacLeod



**SECTION: ELIGIBILITY FOR
SPECIFIC GROUPS**

NUMBER: 3.2

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: AID OF THE DISTRESSED - ELIGIBILITY

3. AGLC shall ensure the group's programs or services provide a community benefit and do not include lobbying activities with government.

DATE ISSUED: Dec. 1, 2018

AUTHORITY: Original signed by
Gael MacLeod

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: ARTS GROUPS - ELIGIBILITY****POLICY:**

Non-profit groups that actively deliver an arts program or activity to the public in the visual arts, the literary arts, the media arts and the performing arts may be eligible for licensing.

STANDARDS:

1. To be eligible for gaming licences, the group delivering the instructional arts program(s) or activity must: *(Amended Mar 2018)*
 - a) actively encourage the public's participation in the program(s);
 - b) give the public opportunities to participate in the program(s);
 - c) promote the program(s) or activity to the community;
 - d) provide public performance(s) of the program/activities, or provide training to the Alberta public in the program(s) or activities at reasonable/no cost;
 - e) provide regularly scheduled arts program(s); and
 - f) require that participants register for the program(s)
2. Groups whose programs or activities do not provide a benefit to the public are not eligible for licensing. The process of creating original works of art does not constitute the delivery of a charitable program.
3. Groups that deliver and/or operate public facilities in which visual, literary, or performing arts activities are primarily undertaken by amateurs may be eligible for licensing. *(Amended Mar 2018)*
4. Groups that engage in art events or activities which generate income for the personal gain of the group's membership or others are not eligible for licensing.
5. Groups charging a reasonable fee for admission when delivering their program(s) to the public, may be eligible for licensing as long as the revenues generated from admission fees or ticket sales are only used to cover the costs of production.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: ARTS GROUPS - ELIGIBILITY**

6. Groups may use gaming proceeds to pay salaries, wages or fees of qualified professional artists if the duties:
 - a) performed are essential to the group's charitable program delivery;
 - b) are performed by a person with specialized qualifications; and
 - c) cannot be reasonably performed by a volunteer.
7. Groups that primarily fundraise to offset member and/or individual expenses related to participating in other organizations' programs or services are not eligible for licensing. *(Amended Mar 2018)*

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the programs or services offered by the group to ensure they are not being used exclusively by the group's members for the purpose of professional development.
3. The Regulatory Division must review the details of the group's public performances/exhibits held during the past 24 months for casino applicants and for the past 12 months for bingo applicants and applicants for a raffle with a total ticket value more than \$100,000. The details include the dates, locations, advertisements, attendance, admission fees and expenses associated with each event.

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: ASSOCIATIONS OF EMPLOYEES, OCCUPATIONS, OR
PROFESSIONS - ELIGIBILITY****POLICY:**

Groups formed by a group of employees or those founded upon a common occupation or profession with membership open to the general public, for the primary purpose of providing a charitable program or service which benefits the community, may be eligible for licensing.

STANDARDS:

1. Organizations formed by a group of employees or those founded upon a common occupation or profession, that are structured principally for self-help, personal benefit or the welfare of its membership are not eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, Terms and Conditions of licence and Board policies.
2. The Regulatory Division must review the group's by-laws to ensure the rules for membership allow for a broad base of volunteer members from the community.
3. The Regulatory Division must review the programs or services offered by the group to ensure they provide a community benefit and are not being used exclusively by the group's members for the purpose of professional development.

DATE ISSUED: August 21, 2003**AUTHORITY:**Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: CHAMBER OF COMMERCE/BOARD OF TRADE - ELIGIBILITY****POLICY:**

Chamber of Commerce/Board of Trade groups in municipalities where a service club or community league/association does not exist, and the chamber or board serves the purpose of operating community programs or services, may be eligible for licensing.

STANDARDS:

1. Groups formed for the improvement and advancement of trade, commerce and the economic and civic welfare of an area are not eligible for licensing.
2. Groups formed to promote social activities in an area are not eligible for licensing (e.g. fireworks, public breakfasts, etc.).

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, Terms and Conditions of licence and Board policies.
2. The Regulatory Division must conduct a Gaming Licensing System (GLS) check using the group's location to determine whether any service clubs or community leagues/associations are licensed in the community. If there are service clubs or community leagues/associations licensed in the community the group will not be eligible for licensing.
3. The Regulatory Division must ensure the group's programs or services provide a community benefit and are not intended to promote trade, commerce or the economic or civic welfare of the community.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: CHILDREN'S GROUPS - ELIGIBILITY****POLICY:**

Groups that deal with children, are not a commercial enterprise, and have identified specific issues of social concern and actively address these issues by providing a variety of social services and educational programs for them, may be eligible for licensing.

STANDARDS:

1. Non-profit child care groups holding government daycare licences in good standing may be eligible for gaming licensing under the following conditions:
 - a) the group's child care application process is open to parents or guardians in the community at large;
 - b) the group has a waitlist process that is open to all parents or guardians in the community at large; and
 - c) the group complies with the basic eligibility requirements as stated in Section 2.1 – Basic Eligibility.
2. Groups whose membership consists primarily of professionals providing children's services are not eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, -above standards, the policy and standards of Section 2.1 – Basic Eligibility, terms and conditions of licence and Board policies.
2. If a daycare group applies for a gaming licence, the Regulatory Division must review the group's by-laws to ensure it is a non-profit entity.
3. If a daycare group applies for a gaming licence, the Regulatory Division must confirm the applicant group holds a government daycare licence in good standing.



**SECTION: ELIGIBILITY FOR
SPECIFIC GROUPS**

NUMBER: 3.6

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: CHILDREN'S GROUPS - ELIGIBILITY

4. The Regulatory Division must ensure the group's programs provide a community benefit rather than serve the self-interest of the group's membership.

DATE ISSUED: August 21, 2003

AUTHORITY:

Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: COMMUNITY LEAGUES/ASSOCIATIONS - ELIGIBILITY****POLICY:**

Groups that are incorporated as community leagues/associations or groups which provide the same types of functions as community leagues/associations may be eligible for licensing.

STANDARDS:

1. Groups that act as coordinating bodies for community leagues/associations (e.g., federation of community leagues/associations and area councils) are eligible for licensing.
2. Groups that act as an extension of any level of government (municipal, provincial or federal) are not eligible.
3. Groups formed primarily to raise funds for a number of charities in their community are not eligible.
4. Groups formed primarily to provide social activities for community members are not eligible.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the group's programs and services to ensure they are not programs or services normally provided by a level of government. Examples include landscaping and maintenance projects in municipally owned parks.
3. The Regulatory Division must ensure the group's programs and services provide a community benefit and are not limited to recreational or social activities for its members.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: EDUCATION GROUPS - ELIGIBILITY****POLICY:**

Volunteer educational groups within or affiliated with schools or educational institutions that enhance the educational opportunities of students may be eligible for licensing.

STANDARDS:

1. Public schools or educational institutions established by statute are not considered charities for the purpose of gaming licensing.
2. The school or institution affiliated with the group must be recognized by Alberta Learning.
3. If the group proposes to use the name of a school or educational institution, the group must obtain the written approval of the school's governing body. The proper authorities are:
 - a) Board of Governors of a University, College, Community College, etc;
 - b) President of a post secondary trade or vocational school such as NAIT, SAIT and Nor Quest College;
 - c) School board for high schools; and
 - d) Principal for junior high or elementary schools.
4. In order to raise funds for a school or educational institution, the group must obtain the written approval of the school's governing body.
5. Only one group within or affiliated with an elementary, junior high or high school is eligible to have a casino licence at one time or a bingo licence at one time.
6. The program(s) offered by the group must be reasonably available to all students who qualify and wish to participate.
7. Groups that administer a legally established charitable trust fund in order to provide educational bursaries or scholarships to a broad based number of students may be eligible for gaming licensing.

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: EDUCATION GROUPS - ELIGIBILITY**

8. The proposed use of proceeds must include at least one of the following:
 - a) must provide a specific educational experience for the students (such as field trips, athletic tournaments, cultural exchanges) which is not principally recreational or social in nature and which otherwise would not be available;
 - b) must be used to purchase educational equipment and supplies (such as audio-visual equipment, athletic equipment, musical instruments, library books) which otherwise would be unavailable;
 - c) must be used to provide educational bursaries or scholarships to a broad cross section of students as specified in Section 5.4 – Bursaries and Scholarships – Use of Proceeds; or
 - d) must be used as approved for any bona-fide charitable or religious object or purpose.
9. Gaming proceeds must not supplement any aspect of the operational or capital budgets, such as employee salaries, wages and benefits, building additions, renovations and utilities, of any school or educational institution that is created by statute and has a statutory duty to provide services to the public.
10. The ownership of any educational assets purchased with gaming proceeds must be vested in the school or educational institution.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 – Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must ensure the school or institution affiliated with the group is recognized by Alberta Learning.
3. If the group is using the name of a school or educational institution, the Regulatory Division must ensure the group has provided written approval of the school's governing body to use the school's name.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: EDUCATION GROUPS - ELIGIBILITY**

4. The Regulatory Division must ensure the group has provided written approval of the school's or educational institution's governing body to raise proceeds for the school.
5. The Regulatory Division must conduct a Gaming Licensing System (GLS) check using the group's school/institution name to determine whether any other groups affiliated with the school are licensed.
6. The group must identify two or more members 18 years or older to be responsible for the licensed gaming activity. If there are no members 18 years or older in the group, the authorizing body must appoint two adult individuals affiliated with the group. The two adults are responsible for the following:
 - a) submit application;
 - b) ensure terms and conditions of licence are complied with;
 - c) ensure gaming funds are used only for approved uses; and
 - d) ensure the required financial reports are submitted.
7. The Regulatory Division must review the criteria by which students are selected to participate in the group's activities or programs to ensure the activities or programs are reasonably available to all students who qualify and wish to participate. (The names, addresses and phone numbers of program participants may be required).

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: ETHNO-CULTURAL GROUPS - ELIGIBILITY****POLICY:**

Groups identifying themselves with a specific ethnic or national origin that preserve or enhance their heritage, traditions and cultures by offering regular/ongoing educational programs or cultural activities that are open and advertised to the community may be eligible for licensing. *(Amended Mar 2018)*

STANDARDS:

1. Ethno-cultural groups organized primarily to provide social or recreational activities are not eligible for licensing. *(Amended Mar 2018)*
2. Where a group maintains permanent facilities for its membership yet provides means of reasonable access to these facilities by the general community and is also involved in projects which are usually considered charitable, the group may use a maximum cumulative total of 50 per cent of gaming proceeds for facilities and equipment (see Section 5.11). *(Amended Mar 2018)*

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must ensure the group's programs and services provide a community benefit and are not limited to recreational or social activities for its members.
3. For groups that operate a facility, the Regulatory Division must review:
 - a) the group's incorporation documents to ensure the group has the right under its by-laws to own or lease a facility which is available to the general public;
 - b) the facility ownership or lease documents to ensure the group has the responsibility and legal right to operate the facility;

SUBJECT: ETHNO-CULTURAL GROUPS - ELIGIBILITY

- c) the group's balance sheets and income statements for the past two years to ensure any fees charged to the public for the facility are not so prohibitive they will exclude members of the general public and to ensure the fees are charged on a cost-recovery basis and not for generating a profit;
 - d) the group's facility public admission procedures to ensure membership is not a requirement of public use, the hours of public use are reasonable and the hours of public use are advertised; and
 - e) a record of the public use of the facility to ensure the facility is available to the general public at least 50 per cent of the time the facility is in operation (past two years for casino applicants and past one year for bingo applicants and applicants for raffles over \$100,000)
4. Due to the fact groups sharing the same ethno cultural origin may potentially be related, the Regulatory Division must follow the Procedures listed under Section 3.19 - Related Groups, to ensure the group is not related to another licensed group.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: FUNDRAISING GROUPS - ELIGIBILITY****POLICY:**

AGLC may find eligible specific fundraising groups such as:

- a) foundations and “friends of” groups that are incorporated for the purpose of aiding and supporting the charitable work of hospitals, schools, and libraries, which are not eligible for licensing due to statutory or policy restraints; and
- b) community service groups (e.g., nationally chartered: service clubs, fraternal groups, and veteran’s groups; and the United Way), that operate for the purpose of supporting community projects, community organizations, and assisting needy individuals.
- c) Alberta based groups at the provincial or regional level that are recognized in the community for giving financial support to a range of unrelated arms-length organizations which provide charitable community programs, services or projects.

STANDARDS:

- 1. A group whose primary purpose is to fundraise through gaming events, as opposed to delivering a community service program, is not considered to be a charitable group and is not eligible for gaming licensing.

It is not sufficient that a group donates a percentage of gaming proceeds to a charitable organization; rather, it must be organized and structured for the purpose of delivering programs for community service or public benefit.

- 2. Support groups to hospitals, schools, libraries etc., must comply with the following standards in their proposed use of proceeds:
 - a) proceeds must be spent on equipment, supplies, research or treatment which otherwise would be unavailable, or on any other approved bona-fide charitable or religious object or purpose;
 - b) proceeds must not supplement in any aspect the operational or capital budgets of any hospital/school/library that is created by statute and has a statutory duty to provide services to the public; and

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: FUNDRAISING GROUPS - ELIGIBILITY**

- c) the ownership of any equipment or supplies purchased with gaming proceeds must be vested in the hospital/school/library the group was formed to support.
- 3. If the group proposes to use the name of a hospital/school/library, the group must obtain the written approval of the hospital's/school's/library's governing body. The proper authorities are:
 - a) hospital: the applicable Regional Health Authority;
 - b) school: see Section 3.8, Standard 3; and
 - c) library: local public library board.
- 4. In order to raise funds for a hospital/school/library, the group must obtain the written approval of the hospital's/school's/library's governing body.

PROCEDURES:

- 1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
- 2. The Regulatory Division must ensure the group is delivering a community program or service. The group must provide a detailed description of its programs or services and a description of how these programs or services provide a benefit to the community or public.
- 3. The Regulatory Division must review the group's by-laws to ensure it is associated with a hospital, school or library, or the group is a nationally chartered service club, fraternal group, veteran's group, or the United Way.
- 4. If the group is using the name of a hospital/school/library, the Regulatory Division must ensure the group has provided written approval of the hospital's/school's/library's governing body to use its name.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: FUNDRAISING GROUPS - ELIGIBILITY**

5. The Regulatory Division must ensure the group has provided written approval of the hospital's/school's/library's governing body to raise proceeds on the school's/hospital's/library's behalf.
6. The Regulatory Division must review the group's proposed use of gaming proceeds to ensure it complies with the criteria listed in Standard 3 above.
7. In determining eligibility under Subsection c) of this policy, the Regulatory Division must ensure the applicant group's objects are provincial or regional in scope and that the group has provided written testimonials from at least two unrelated arms-length organizations acknowledging that they have received funds from the applicant group in support of their charitable programs or services.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: GOVERNMENT - ELIGIBILITY****POLICY:**

Groups that deliver programs for community service or public benefit and demonstrate a clear separation in funding and governance from publicly funded programs may be eligible for licensing.

STANDARDS:

1. Groups created by public statute or other legislative instrument (e.g., a motion passed at a municipal council meeting) are normally considered a publicly governed body, and are not normally eligible for licensing.
2. Groups funded from tax revenue are considered to be a publicly funded body if the funds are granted on terms or conditions that specify the funds be used to provide programs or services that government has a statutory duty to provide, unless the group provides other charitable programs or services that provide a significant community benefit.
3. If any level of government exerts internal control or influence over a group by appointing a majority of the group's members and/or appointing a majority of the group's executive and/or board of directors, the group will not normally be eligible for licensing.
4. Notwithstanding the above, any group that, in the opinion of the Board:
 - a) receives or has received public funds directly or indirectly; or
 - b) is not sufficiently separated from a group not eligible for licensing that receives or has received public funds; or
 - c) is too closely connected with any level of government; or
 - d) for any other reason is an inappropriate group, the group is not eligible for licensing.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: GOVERNMENT - ELIGIBILITY****PROCEDURES:**

1. The Regulatory Division shall examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division shall review the manner in which the group was established. The group should be conceived and founded by volunteer members.
3. The Regulatory Division shall review the group's programs or services to ensure they are not programs or services normally provided by a level of government.
4. The Regulatory Division shall review the group's balance statements and income statements for the past two years to determine whether any funding was received from government sources, whether directly or indirectly. Any special terms and conditions attached to government grants shall also be examined to ensure compliance with Standard 2 above.
5. The Regulatory Division shall review the group's by-laws to determine if more than 25 per cent of the members are appointed by a level of government or if a level of government appoints more than 25 per cent of the members to the group's executive and/or board of directors. The membership should be voluntary and the executive democratically elected from its volunteer base.

DATE ISSUED: August 21, 2003**AUTHORITY:**Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: HISTORICAL RESOURCE GROUPS - ELIGIBILITY****POLICY:**

Groups engaged in activities that provide the general public access to our historical resources, such as museums and historical book committees may be eligible for licensing.

STANDARDS:

1. Groups that develop public programs for the purpose of providing access to historical resources may be eligible for gaming licences.
2. Groups who develop and operate public facilities for the purpose of providing access to historical resources may be eligible.
3. Groups whose activities primarily involve the social, recreational, hobby, commercial or professional interests of its members are not considered charitable and not eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the group's objects to ensure they are not focussed on self-interest.
3. The Regulatory Division must review the admission procedures to a group's facility and a record of the public's use of the facility to ensure the general public has reasonable access to the facility.
4. If the group operates a public facility, the Regulatory Division must review the group's balance sheet and income statement for the past two years to ensure any fees charged to the public are strictly on a cost-recovery basis.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: HOBBY/SOCIAL GROUPS - ELIGIBILITY**POLICY:**

Groups whose programs support hobby, recreation, or social interests are not eligible for licensing. *(Amended Mar 2018)*

STANDARDS:

1. Groups that are primarily established to serve or further the self-interest of individuals through the pursuit of leisure time activities based upon hobby, recreational or social activities are not eligible for licensing. *(Amended Mar 2018)*

PROCEDURES:

1. *(Deleted Mar 2018)*
2. *(Deleted Mar 2018)*
3. *(Deleted Mar 2018)*

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: LOBBY GROUPS - ELIGIBILITY****POLICY:**

Groups that provide public education or counselling programs and liaise with government, while presenting a balance of the range of views on particular issues of public concern may be eligible for licensing.

STANDARDS:

1. In regards to this policy, lobby means conducting activities aimed at influencing or attempting to influence government in favour of a specific cause.
2. In regards to this policy, liaise means communicating for the purpose of establishing and maintaining mutual understanding and cooperation.
3. Groups formed to affect changes in public policy are not eligible for licensing.
4. Groups whose primary purpose is to lobby government are not eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the group's record of program or service delivery to ensure it provides a community benefit and does not involve lobbying activities.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: MEDICAL/HEALTH AID & RELIEF GROUPS - ELIGIBILITY**POLICY:**

Groups whose primary purpose is to assist those afflicted with a specific physical or mental disorder may be eligible for licensing.

STANDARDS:

1. Hospitals, health centres and for-profit medical facilities are not considered charities for the purpose of gaming licensing.
2. Groups structured as a "foundation" under the *Regional Health Authorities Act* may be eligible for licensing.
3. Groups that support medical research, health care facilities, or are support groups for the handicapped may be eligible for licensing.
4. Groups organized to further the professional skills of a specific type of medical occupation serve the self-interest of their members and others associated with them and are not considered charitable for licensing purposes.
5. Groups affiliated with commercial interests, such as for-profit medical facilities, are not considered charitable for licensing purposes.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. If the group is a "foundation" established under Section 2 of the *Health Foundations Act*, the Regulatory Division must ensure, as stated in Section 8(2) of the *Health Foundations Act*, the group's by-laws are approved by the Minister of Health and Wellness. Acceptable means of approval include a letter from the Minister or a Ministerial stamp of approval.
3. Regulatory Division must ensure the group's programs or services provide a community benefit and are not being used exclusively by the group's members for the purpose of professional development.

DATE ISSUED: August 21, 2003**AUTHORITY:**Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: NATURE CONSERVATION - ELIGIBILITY****POLICY:**

Groups at the community or regional level that promote nature conservation through educational programs or the operation of public facilities may be eligible for gaming licensing.

STANDARDS:

1. Conservation groups that preserve, restore and improve wildlife and its habitat may be eligible for licensing.
2. The treatment of injured or damaged domesticated or wild animals, birds, insects or plants by volunteers provides a community service or public benefit and is eligible for licensing.
3. The treatment, support, breeding or promotion of animals, birds, insects or plants for commercial profit does not provide a community benefit and is not eligible for licensing.
4. The support of a particular breed or species of animal for hobby, recreational, social or commercial purposes is considered self-interest and is not eligible.
5. Conservation groups that conduct lobbying activities or advocate change to public policy are not considered charitable for licensing purposes.
6. Conservation groups affiliated with commercial activity such as the trapping or camping industry are not considered charitable for licensing purposes.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: NATURE CONSERVATION - ELIGIBILITY**

2. The Regulatory Division must ensure the group's programs and services provide a community benefit and do not include lobbying activities with government or the hobby, recreational or social activities of its members.
3. The Regulatory Division must examine the group's financial records to ensure no income was generated from commercial activity.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: NON-PROFIT GROUPS - ELIGIBILITY****POLICY:**

A non-profit group that does not qualify for a gaming licence as a charity or religious group may be eligible for a licence to conduct a small raffle with a total ticket value of \$5,000 or less.

STANDARDS:

1. The authority for this type of licence is derived from Section 207(1)(d) of the Criminal Code. Groups licensed under this section are not eligible for any other type of gaming licence.
2. The applicant group is not required to be incorporated, but must be non-profit and have an elected executive.
3. All proceeds must be spent according to the Commission's guidelines regarding use of gaming proceeds.
4. The small raffle must be structured as follows:
 - a) the total ticket value must be \$5,000 or less;
 - b) the ticket price cannot exceed \$2;
 - c) retail value of a prize cannot exceed \$500;
 - d) ticket sales and draw must occur at a public place of amusement. This is defined as a building, hall, pavilion, place, premises, room, tent or structure where an amusement takes place; and
 - e) the raffle must meet all other requirements of Raffle Terms & Conditions, Total Ticket Value \$20,000 and Less and the group must submit a financial summary.

PROCEDURES:

1. AGLC shall examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 – Basic Eligibility, Terms and Conditions of licence and Board policies.

DATE ISSUED: Dec. 1, 2018**AUTHORITY:**Original signed by
Gael MacLeod

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: NON-PROFIT GROUPS - ELIGIBILITY**

2. An application made pursuant to Section 207(1) (d) of the *Criminal Code* is made through the local Registry Office on Form 5415.
3. If the applicant has not previously received a raffle licence, the applicant must first complete Form 5416 "Eligibility for Raffle Licence." Once the Regulatory Division has determined the applicant's eligibility, the applicant is notified and the applicant's name is entered on the "List of Organizations Eligible for Raffle Licence," which is distributed to all Registry Agent Offices. The applicant may then proceed with its raffle licence application at any Registry Agent Office.
4. An applicant found ineligible for a small raffle licence will be advised by letter. The letter, signed by the Manager, Licensing Support, will outline the reason(s) for the decision.
5. If the applicant group disagrees with the eligibility decision, it may respond in writing to the Manager, Licensing Support, outlining how the group meets AGLC eligibility requirements for licence.
6. The Manager, Licensing Support, reviews the letter of appeal from the applicant group. If the applicant group is still found ineligible for licensing, it will be advised by a letter from the Director, Licensing and Charitable Gaming, outlining the reason(s) for the decision.
7. If the applicant disagrees with the decision of the Director, Licensing and Charitable Gaming, the applicant may request a Hearing before the Board pursuant to Section 94(1) GLA. The request must be made within 30 days of receipt of the letter from the Director, Licensing and Charitable Gaming.

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: PROMOTIONAL GROUPS - ELIGIBILITY****POLICY:**

A group that provides a charitable or religious program or service which provides a community benefit and engages in promotional activities to increase public awareness and participation in their programs or services, may be eligible for licensing.

STANDARDS:

1. A group that is primarily a promotional group with the objective of promoting activities in a specific area which benefits commercial enterprises and/or provides strictly social or recreational activity for members of the community, is not considered a charitable group and is not eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the group's record of program delivery to ensure the programs or services provide a community benefit, and do not include promotional activities.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: RELATED GROUPS - ELIGIBILITY****POLICY:**

For the purposes of bingo and casino licensing, branches, subsidiaries, auxiliaries or groups similarly affiliated with a charity are considered related to a charity. Only one of either the principal or affiliated groups may be licensed for a bingo or casino at a time.

STANDARDS:

1. Groups are considered “related” if one of the following factors apply:
 - a) membership in the affiliate group(s) is limited to members of the principal group;
 - b) the principal group appoints more than 25 per cent of the affiliate group(s) directors or the affiliate group(s) appoints more than 25 per cent of the principal group(s) directors;
 - c) decisions of the affiliate group(s) are subject to the approval of the principal group;
 - d) the principal group and affiliate group(s) have identical or similar services, programs and objectives and the intent of forming the affiliated group(s) was to obtain more gaming licences than the principal group might otherwise be permitted to obtain;
 - e) the majority of funds of either the principal or affiliate group(s) is given to the other group; and
 - f) the principal and affiliated group(s) donate to or use a majority of their funds in support of a common charity.
2. Groups that are not related in a manner identified in Standard 1 but share all of the following characteristics may be considered related for the purposes of bingo and casino licensing:
 - a) the principal group and affiliate group(s) share a common or overlapping executive;
 - b) the affiliated group(s) was created pursuant to the by-laws of the principal group;

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: RELATED GROUPS - ELIGIBILITY**

- c) the participants or beneficiaries of the principal and affiliated group(s) programs consist largely of the same persons; and
 - d) the principal group and affiliated group(s) share the same bank accounts.
- 3. For the purposes of this policy, "at a time" is defined as the time in which a licence is held by the principal, affiliated or otherwise related group. A bingo licence is issued to an eligible group for a two year period during which time the licensee holds a number of bingo events at a specified facility. A casino licence is issued to an eligible group at the time an eligible group is initially slotted at a casino facility and does not expire until the casino event is actually conducted. For example if a group is slotted for a casino 24 months prior to the actual event, the group is considered licensed for the full 24 month period.
- 4. Groups that have structures with provincial, regional, district, and/or zone components are not considered related under this policy if all of the following circumstances prevail:
 - a) each group is structured in accordance with Section 2.1 - Basic Eligibility;
 - b) each group actively delivers a charitable or religious program in the community and uses its proceeds to support these programs;
 - c) each group maintains separate gaming bank accounts;
 - d) written approval from the provincial governing body is included with each application for a gaming licence from the regional, district and/or zone groups.
- 5. Charitable or religious groups, such as amateur youth sports programs, operated under the auspices of a community league/association (where membership in the community league/association is a requirement to use the community league/association facilities) are not considered related under this policy.
- 6. Related groups that provide a common benefit to a large segment of the public, such as, boy scouts, 4H, post-secondary institutions etc., may be allocated a number of bingo and casino licences to be shared among the affiliated groups.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: RELATED GROUPS - ELIGIBILITY****PROCEDURES:**

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must conduct a Gaming Licensing System (GLS) search using the group's GLS class type and subclass type and the names of the executive members to identify affiliations with other groups that are licensed or have applications pending. The corporate documents, membership list, executive list, financial records, record of program delivery and information on the application form from the affiliated group(s) will be compared to the information submitted by the group to determine whether the groups are related according to the above noted standards.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: RELIGIOUS GROUPS - ELIGIBILITY**POLICY:**

Religious groups, such as churches, parishes, congregations, and lay groups, involved in furthering religious principles or objectives may be eligible for licensing.

STANDARDS:

1. This policy does not include lay groups with a religious affiliation involved in broad based charitable work in the community, although such groups may be eligible as a charitable group, e.g., Knights of Columbus.
2. Groups that make their programs available to the public, and not just their members, may be eligible for licensing.
3. Groups that operate and develop places of religious worship, offering regular religious services and instruction may be eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 – Basic Eligibility, terms and conditions of licence and Board policies.
2. If the group is a church the Regulatory Division must ensure it is registered under the *Societies Act*, *Religious Societies Land Act* or Part 9 of the *Companies Act*.
3. The Regulatory Division must review the group's schedule or program of religious services to ensure they are available to the general public and are offered on a regular basis.
4. The Regulatory Division must review the group's services to ensure they offer a public benefit and are not strictly for members' self-interest.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: SENIOR CITIZENS GROUPS - ELIGIBILITY****POLICY:**

Groups that provide programs and services to assist seniors to remain physically, mentally, and socially active in the community may be eligible for licensing. *(Amended Mar 2018)*

STANDARDS:

1. A senior citizen group is one in which the majority of membership is 60 years of age or older.
2. Groups that provide recreational and social programs to assist seniors to remain physically, mentally, and socially active in the community may be eligible for licensing. The programs must be open and advertised to all seniors in the community who wish to participate. *(Amended Mar 2018)*
3. A seniors' group that operates a facility in which all seniors in the community have reasonable access may be eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the membership list for each group, including the ages and date of birth, to ensure it is not an ineligible seniors group.
3. The Regulatory Division must review the programs offered by the group to ensure they are not being used exclusively by group members.
4. For groups that operate a facility, the Regulatory Division must review:
 - a) the group's incorporation documents to ensure the group has the right under its by-laws to own or lease a facility which is available to the general public;

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: SENIOR CITIZENS GROUPS - ELIGIBILITY**

- b) the facility ownership or lease documents to ensure the group has the responsibility and legal right to operate the facility;
- c) the group's balance sheets and income statements for the past two years to ensure any fees charged to the public for the facility are not so prohibitive they will exclude members of the general public and to ensure the fees are charged on a cost-recovery basis and not for generating a profit;
- d) the group's facility public admission procedures to ensure membership is not a requirement of public use, the hours of public use are reasonable and the hours of public use are advertised; and
- e) a record of the public use of the facility to ensure the facility is available to the general public at least 50 per cent of the time the facility is in operation (past two years for casino applicants and past one year for bingo applicants and applicants for raffles over \$100,000).

CHARITABLE GAMING

PAGE 1 OF 8

SUBJECT: SPORTS GROUPS - ELIGIBILITY**POLICY:**

Sports groups at the community or regional level that promote a charitable objective through the delivery of a structured and developmental amateur sports program to the public that primarily benefit youth, seniors, and/or individuals with a disability, on a team basis may be eligible for gaming licensing. *(Amended Mar 2018)*

STANDARDS:

1. Consistently the courts have held that sports by themselves are not charitable. The courts have found some sports activity to be charitable due to the object sought to be advanced and the character of the intended beneficiary. For example, sports has been recognized as part of the education of the young, and as therapy and relief of suffering for the disabled, which are themselves recognized as charitable activities. The provision of sports facilities for public use has also been recognized as charitable.
2. In regards to this policy: *(Amended Mar 2018)*
 - a) adult sports groups refer to groups where its membership or participants are 22 to 59 years of age;
 - b) disabled sports groups refer to groups where its membership or participants are disabled;
 - c) senior sports groups refer to groups where its membership or participants are 60 years of age or older; and
 - d) youth sports groups refer to groups where its membership or participants are 21 years of age or younger and participate in youth leagues.
3. A structured and developmental amateur sports program contains the following characteristics:
 - a) the program is delivered by a group which operates with the approval and support of a governing body;
 - b) there is a published set of rules and regulations established by the sport's governing body;

CHARITABLE GAMING**PAGE 2 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

- c) there is an official schedule which shows the dates of sanctioned games or events for a specific season or year;
 - d) the program utilizes accredited coaches recognized by the sport's governing body;
 - e) the games or competitions are refereed or judged by officials approved by the sport's governing body;
 - f) there are different age classifications or classifications of skill level for the participants;
 - g) the participants have the opportunity to be promoted to a higher classification category according to their age or skill level; and
 - h) the participants are not paid, directly or indirectly, for their participation.
4. A sport group may be recognized as a governing body if it has the following mandatory characteristics and a majority of the following non-mandatory characteristics:
- a) Mandatory Characteristics:
 - i) it facilitates the establishment and participation of clubs for its particular sport in the province;
 - ii) it establishes and maintains rules of play and operational regulations, such as disciplinary, arbitration and appeal process guidelines for disputes, for the sport in the province; and
 - iii) it provides programs and services, such as group insurance, safety programs and equipment and uniform purchases, for the sport's participants in the province.
 - b) Non-Mandatory Characteristics:
 - i) it provides training of coaches and officials for the sport in the province;
 - ii) it provides a unified representative voice for the particular sport in the province; and

CHARITABLE GAMING**PAGE 3 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

- iii) it is recognized as a governing body by Sport Canada and/or the Alberta Sport, Recreation, Parks & Wildlife Foundation.
- 5. Disabled, senior and youth sports groups may be eligible for licensing if they:
 - a) deliver a structured and developmental amateur sports program as defined in Standard 3;
 - b) comply with the basic eligibility requirements as stated in Section 2.1 – Basic Eligibility; and
 - c) use all of their gaming proceeds on disabled, senior, and/or youth programs.
- 6. An adult sports group is not eligible for gaming licensing if the only programs it provides are for adults. *(Amended Mar 2018)*
- 7. An adult sports group with a youth component may be eligible for licensing if:
 - a) the group is able to demonstrate its programs are open, advertised and promoted to the general public;
 - b) the group complies with the basic eligibility requirements as stated in Section 2.1 – Basic Eligibility;
 - c) the group actively delivers a structured and developmental youth program in the same sport activity as its adult component. A youth program is defined as a program comprised of a minimum of 75 per cent youth competing against or participating with other youth; and
 - d) the group uses at least 50 per cent of its gaming proceeds on its youth programs (the remainder of the proceeds may be used on the adult programs).
- 8. An adult sports group with a disabled or seniors component may be eligible for licensing if:
 - a) the group is able to demonstrate its programs are open, advertised and promoted to the general public;

CHARITABLE GAMING**PAGE 4 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

- b) the group complies with the basic eligibility requirements as stated in Section 2.1 – Basic Eligibility;
 - c) the group actively delivers a structured and developmental disabled or seniors program in the same sport activity as its adult component. A disabled program is defined as a program comprised of a minimum of 75 per cent disabled participants competing against or participating with other disabled participants. A seniors program is defined as a program comprised of a majority of seniors competing against or participating with other seniors; and
 - d) the group uses all of its gaming proceeds on its disabled and/or seniors programs.
9. An adult sports group may be eligible for licensing if the Board determines at hearing that the public benefit to the community derived from the adult sports program is of such importance that it warrants an exception to the policy that adult sports groups providing only programs for adults are not eligible for gaming licensing.
10. Sports groups affiliated with a post-secondary institution are eligible for licensing if the group's members or participants are registered students at the institution and the group's athletic program is administered under the auspices of the institution's athletic department.
11. A group that operates an athletic or recreational facility may be eligible for licensing if:
- a) the general public has the right to make use of the facility at least 50 per cent of the time the facility is in operation and the hours of public use are reasonable. Membership cannot be a requirement for public use; or
 - b) the facility is used by sports teams and/or participants representing a significant segment of the community.
12. A governing body responsible for the delivery of a structured and developmental amateur sports program for youth, disabled, and/or seniors may be eligible for gaming licensing if:
- a) it meets the criteria for recognition of a governing body outlined in Standard 4; and

CHARITABLE GAMING**PAGE 5 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

- b) gaming proceeds are only spent on the youth, disabled, and/or seniors programs.
13. A governing body responsible for the delivery of a structured and developmental amateur sports program with adult and youth components may be eligible for licensing if:
- a) it meets the criteria for recognition of a governing body outlined in Standard 4; and
 - b) at least 50 per cent of its gaming proceeds are used on youth programs (the remainder of the proceeds may be used on the adult programs).
14. A governing body responsible for the delivery of a structured and developmental amateur sports program with adult and disabled and/or seniors components may be eligible for licensing if:
- a) it meets the criteria for recognition of a governing body outlined in Standard 4; and
 - b) all of its gaming proceeds are used on disabled or seniors programs.
15. Single teams are not eligible for gaming licensing. However, if a team represents the most senior level of competitive activity, it may be eligible for gaming licensing if: *(Amended Mar 2018)*
- a) its players are 21 years of age or under;
 - b) the team is a member of a league sanctioned by the sport's governing body;
 - c) the team is not represented by a local association for the particular sport; and
 - d) the team represents a senior level team (e.g. Jr. A, AA, AAA, B, or C).
16. Groups that are formed to promote leisure-time, recreational, personal, or social interests, with activities focussed around participation in sporting events are not eligible for gaming licensing. *(Amended Mar 2018)*

CHARITABLE GAMING**PAGE 6 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

17. Non-profit sports groups that are not eligible for charitable gaming licensing under this policy may be eligible for a small raffle licence as per Section 207(1)(d) of the Criminal Code.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 – Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must review the group's record of program delivery to ensure the programs are open, advertised and promoted to the general public and there is a structured and developmental program for youth, the disabled and/or seniors.
3. Groups have to demonstrate they provide a structured and developmental amateur sports program by submitting the following:
 - a) a letter of recognition by the governing body of each sport delivered by the group indicating the governing body's approval and support of the group;
 - b) a published set of rules and regulations for the sport;
 - c) an official schedule of the games or events for a specific season or year;
 - d) a list of accredited coaches;
 - e) a list of referees or judges approved by the governing body; and
 - f) a list of the different classifications of skill level for the players or competitors and a written description of how they have the opportunity to be promoted to a higher classification.
4. For groups affiliated with a post-secondary educational institution, the group must submit the following in writing from the institution's Board of Governors or President:
 - a) confirmation that the group's athletic program is administered with the approval and support of the institution's athletic department;

CHARITABLE GAMING**PAGE 7 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

- b) approval of the proposed gaming licence; and
 - c) confirmation that the group's members or participants are registered students at the post-secondary institution.
5. For groups that operate a facility, the Regulatory Division must review:
- a) the group's incorporation documents to ensure the group has the right under its by-laws to own or lease a facility which is available to the general public;
 - b) the facility ownership or lease documents to ensure the group has the responsibility and legal right to operate the facility;
 - c) the group's balance sheets and income statements for the past two years to ensure any fees charged to the public for the facility are not so prohibitive they will exclude members of the general public and to ensure the fees are charged on a cost-recovery basis and not for generating a profit;
 - d) the group's facility public admission procedures to ensure membership is not a requirement of public use, the hours of public use are reasonable and the hours of public use are advertised; and
 - e) a record of the public use of the facility to ensure the facility is available to the general public at least 50 per cent of the time the facility is in operation (past two years for casino applicants and past one year for bingo applicants and applicants for raffles over \$100,000); or
 - f) the list of teams or participants that use the facility which represent a significant segment of the community.
6. For groups that are applying as a governing body, the following information must be submitted:
- a) by-laws that provide for the establishment of clubs at the district or local level to administer the sport's program;
 - b) a list of leagues, teams, and/or competitions the group is responsible for coordinating;
 - c) a set of rules and regulations for the group's sport; and

CHARITABLE GAMING**PAGE 8 OF 8****SUBJECT: SPORTS GROUPS - ELIGIBILITY**

d) a list of programs and services the group provides.

For groups that are applying as a governing body, the following optional information may also be submitted:

e) a list of accredited coaches recognized by the group; and

f) a letter of recognition from Sport Canada and/or the Alberta Sport, Recreation, Parks and Wildlife Foundation.

7. *(Deleted Mar 2018).*

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: UMBRELLA GROUPS - ELIGIBILITY****POLICY:**

An umbrella group that provides support to other charitable groups and that also has responsibility for direct active delivery of charitable or religious programs or services to the community may be eligible for licensing. Umbrella groups that have joint responsibility with charitable groups for the direct delivery of programs or services to the general public, and actively contribute resources necessary to the delivery of these programs and services may also be eligible for licensing, e.g., governing bodies of eligible amateur sports leagues. (Note: "Necessary" means the program or service cannot be delivered to the community in the absence of the resources).

STANDARDS:

1. An umbrella group is an organization formed to provide support services to a number of charitable groups who share a common objective in delivering their programs and services in the community.
2. An umbrella group that is formed primarily to provide support to a number of charitable groups is not eligible for licensing.
3. A group formed to provide administrative services to a number of charities or religious groups is not eligible for licensing.
4. A group formed to provide resources, training or consultation services to assist charitable and religious groups in the delivery of their programs or services to the community is not eligible for licensing.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must examine the group's record of program or service delivery to ensure it provides a community benefit and is not limited to providing administrative, training or consultation services to a number of groups.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: UMBRELLA GROUPS - ELIGIBILITY**

3. For umbrella groups that have joint responsibility with charitable groups to deliver programs or services to the general public, the Regulatory Division must ensure there is a document authorizing joint responsibility for program delivery.
4. For umbrella groups that have joint responsibility with charitable groups to deliver programs or services to the general public, the Regulatory Division must ensure the umbrella group contributes resources that are necessary for program delivery, e.g., instruction, equipment.

CHARITABLE GAMING

PAGE 1 OF 2

SUBJECT: VETERANS, SERVICE & FRATERNAL GROUPS - ELIGIBILITY**POLICY:**

Groups established on the basis of a national charter and whose general objectives relate to activities that provide community benefit, and “auxiliaries” of such groups, may be eligible for licensing.

STANDARDS:

1. Auxiliary veteran, service, and fraternal groups, such as Royal Canadian Legion Ladies Auxiliary groups and Fraternal Order of Eagles Ladies Auxiliary groups, are groups formed in connection with the principal group and whose purposes and objects conform to those of the principal group.
2. Auxiliary groups whose primary purpose is to fundraise for the principal group are not considered charitable groups eligible for licensing.
3. Auxiliary groups that support community projects, organizations and needy individuals which are not the same as those supported by the principal group may be eligible for licensing.
4. Groups whose activities primarily provide recreational or social activities for its members are not eligible for licensing.
5. Where a group maintains permanent facilities for its membership yet provides a means of reasonable access to these facilities by the general community and is also involved in projects which are usually considered charitable, the group may use a maximum cumulative total of 50 per cent of gaming proceeds for facilities and equipment (see Section 5.11). *(Amended Mar 2018)*

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: VETERANS, SERVICE & FRATERNAL GROUPS - ELIGIBILITY**

2. If the applicant is an auxiliary group, the Regulatory Division must ensure the group delivers community service programs and that the programs are not the same as those delivered by the principal group.
3. The Regulatory Division must ensure the group's programs and services provide a community benefit and are not limited to the recreational or social activities of its members.
4. The Regulatory Division must review the group's facility ownership and rental or lease documents, the group's procedures for member and public admission to the facility, and record of public use of the facility to ensure compliance with Standard 5 above.

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: YOUTH GROUPS - ELIGIBILITY****POLICY:**

Groups that provide youth development programs and services in the community, such as the teaching of leadership, citizenship and community development skills, may be eligible for licensing.

STANDARDS:

1. If the group does not have at least two members 18 years or older who are prepared to sign the application and financial report documents and to assume responsibility for the proper conduct of the gaming event, the group cannot be licensed.
2. Sponsoring committees or support groups may be licensed on behalf of youth groups involving minors, as long as the sponsoring group is adequately incorporated in accordance with Section 2.1 - Basic Eligibility and has the written approval of the governing body of the youth group.
3. The programs or services offered by the group are reasonably available to all youth in the community who qualify and wish to participate.

PROCEDURES:

1. The Regulatory Division must examine the group's application and supporting documents to ensure compliance with above policy, above standards, the policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.
2. The Regulatory Division must ensure there are two members of the group 18 years or older who are signing the application, are prepared to sign the financial report documents, and are assuming responsibility for properly conducting the gaming event.
3. The Regulatory Division must ensure the applicant provides the written approval of any existing governing body of the youth group prior to licensing.
4. The Regulatory Division must review the criteria by which youth are selected to participate in the group's activities or programs to ensure the programs or services offered are reasonably available to all youth in the community (the names, addresses and phone numbers of program participants may be required).

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: COMMUNITY EVENTS - ELIGIBILITY**POLICY:**

Groups that conduct community events of a not-for-profit nature which promote community heritage or cultural understanding may be eligible for gaming licensing.

STANDARDS:

1. Community events that may be eligible include ongoing yearly celebrations, festivals, parades, and fairs.
2. Groups must establish, maintain control of, and deliver the community event.
3. Community events must be promoted and open to the general public. Community events that are for members and/or invited guests only are not eligible.
4. Community events that generate income for the personal gain of the group's membership or others are not eligible for licensing.
5. Examples of community events that are not eligible include, but are not limited to, graduations, alumni and high school reunions, homecomings, and Santa Claus parades.
6. Groups formed to conduct a one-time only community event, such as an anniversary celebration, may be eligible to conduct Raffles with a Total Ticket Value \$20,000 and Less. Groups qualifying under this standard are not eligible for any other type of gaming licence. See aglc.ca for details on Raffle Terms & Conditions, Total Ticket Value \$20,000 and Less. Gaming proceeds generated must be spent in accordance with AGLC Community Events Use of Proceeds policy (see Section 5.26). *(Amended Dec. 2018)*

PROCEDURES:

1. AGLC will examine the group's application and supporting documents to ensure compliance with the above policy and standards, policy and standards of Section 2.1 - Basic Eligibility, terms and conditions of licence and Board policies.

DATE ISSUED: Dec. 1, 2018**AUTHORITY:**Original signed by
Gael MacLeod

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: COMMUNITY FACILITY - ELIGIBILITY***(Added Mar 2018)***POLICY:**

Groups whose sole purpose is to provide a facility for community use and do not deliver charitable programs of their own may be eligible for gaming licensing.

Note: Groups that have been deemed eligible for gaming licensing under another policy provision (e.g., seniors, ethno-cultural) must comply with the eligibility and use of proceeds standards of the policy under which they were deemed eligible.

STANDARDS:

1. A group that operates a facility on a self-sustaining basis, where the rent and/or fees charged to users are sufficient to maintain the facility, is not considered to be delivering a charitable program and is not eligible for gaming licensing.
2. A group whose purpose is to fundraise for the future construction or purchase of a facility is not eligible for gaming licensing.
3. A group that owns or leases a facility and provides the facility to the community may be eligible for gaming licensing if the:
 - a) facility has been in operation for the previous:
 - i) 24 months for a casino licence; or
 - ii) 12 months for bingo and pull ticket licences, and for raffle licences with a total ticket value more than \$100,000;
 - b) group has a certificate of title, lease or legal contractual agreement (care and custody) for the facility;
 - c) facility is widely and reasonably available for a range of community programs or use and:
 - i) the hours of operation of the facility are advertised to the community; and

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: COMMUNITY FACILITY - ELIGIBILITY**

- ii) records of use of the facility for community programs are kept for two years and provided to AGLC upon request. This includes but is not limited to:
 - program name;
 - contact information (e.g., address, phone number, contact person);
 - type of activity; and
 - date and time the facility was used;
- d) the facility is located in Alberta and the zoning is compatible with the intended use of the facility; and
- e) the facility is not a private residence or one involving commercial, for-profit activities.

PROCEDURES:

1. AGLC will examine the group's application and supporting documents to ensure compliance with the above policy and standards, policy and standards in Section 2.1 - Basic Eligibility, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING

PAGE 1 OF 5

SUBJECT: GENERAL - USE OF GAMING REVENUE**POLICY:**

Gaming revenue shall only be spent on approved prizes, approved expenses and on charitable or religious purposes approved by AGLC.

STANDARDS:

1. Gaming revenue is the total income from sales of games of chance at licensed gaming events.
2. The licensee shall comply with Board policy including the terms and conditions for prizes, expenses and use of proceeds which are provided in terms and conditions for each type of gaming licence issued: Bingo Licensee Terms & Conditions; Commercial Bingo Handbook; Casino Terms & Conditions and Operating Guidelines; Pull-Ticket Terms & Conditions; Raffle Terms & Conditions; and Sports Drafts Terms & Conditions.
3. Prizes, expenses and proposed use of proceeds that do not comply with terms and conditions of licence and Board policy shall not be approved.
4. Changes to approved prizes, expenses and use of proceeds after the licence is issued must be submitted in writing to the Licensing Support Section for approval. The submission must be made prior to the group disbursing any funds on the requested change. Two executive members of the licensed group must sign the request for approval to make changes.
5. Gaming revenue, less approved cash prizes awarded at the licensed event, shall be deposited into the licensed group's designated gaming account. (Note: Separate bank accounts must be established for each gaming type).
6. All payments of approved prizes from the gaming account (excluding cash prizes awarded at the licensed event) must be made as per Section 4.4. (Amended Sept 2019)
7. Payments for approved expenses and approved use of proceeds for charitable or religious purposes must be made in accordance with

CHARITABLE GAMING**PAGE 2 OF 5****SUBJECT: GENERAL - USE OF GAMING REVENUE**

AGLC's approved methods of payment outlined in Section 4.4.
(Amended Sept 2019)

8. AGLC shall forward gaming financial reports to the licensed group. Groups have 60 days from the mail out date to complete and return the reports. If the total receipts for the licensed period exceed \$20,000, copies of bank statements, cancelled cheques, invoices and receipts may also be required with the financial report. (Amended Sept 2019)
9. The books and records of a gaming licensee are subject to review and/or audit by AGLC. The areas normally subject to an audit will include, but not be limited to:
 - a) books of original entry (including computerized records);
 - b) bank statements and cancelled cheques;
 - c) invoices;
 - d) event control and summary sheets;
 - e) contracts, agreements or similar documents;
 - f) payroll records;
 - g) income tax and goods and services tax returns;
 - h) minutes of annual general meeting (AGM) and executive meetings;
 - i) by-laws;
 - j) external accountant's/auditor's working paper files;
 - k) annual (audited) financial statements; and
 - l) the business and financial records (as outlined above) of any entity (including but not limited to societies, non-profits, associations, community leagues, corporations, partnerships, limited partnerships, joint ventures, proprietorships, etc.) that is associated with the licensee and/or an executive or board member of the licensee in receipt of any of the licensee's

CHARITABLE GAMING**PAGE 3 OF 5****SUBJECT: GENERAL - USE OF GAMING REVENUE**

gaming proceeds either directly, indirectly or through a series of transactions. (NOTE: Associated is defined as per section 1(7) GLCR).

9. Licensees that are directed by AGLC to donate gaming proceeds shall provide, within 30 days of the date of notification, AGLC with a list of at least two unrelated arms-length charitable or religious organizations for the purpose of donating their remaining gaming proceeds. These organizations must be in good standing with AGLC, not currently subject to an eligibility review or audit, and deemed unrelated to the donating licensee by AGLC. AGLC will review the list and approve all proposed recipients provided they meet AGLC criteria for receiving donations of gaming proceeds. (Amended Jul. 2016)

PROCEDURES:

(Amended Jul. 2016)

1. AGLC shall review the group's proposed prizes, proposed expenses and proposed use of proceeds and approve those which comply with the above policy and standards, terms and conditions of licence and Board policies.
2. If a proposed use of gaming revenues on the application form is not approved, the applicant is advised in writing the proposal is not approved.
3. If there is a proposed change to the use of revenues after the licence has been issued, and the proposed change is not approved, the licensee will be advised in writing that the request has not been approved.
4. If the applicant group or licensee disagrees with the decision of AGLC, it may appeal the decision in writing.
5. AGLC Management reviews the letter of appeal from the applicant group or licensee. If the proposed use of revenues is not approved, the applicant or licensee will receive a letter outlining the reason for the decision.

CHARITABLE GAMING**PAGE 4 OF 5****SUBJECT: GENERAL - USE OF GAMING REVENUE**

6. If the applicant group or licensee disagrees with the decision of Management, it may appeal the decision in writing to the Vice President, Regulatory Services.
7. The Vice President reviews the letter of appeal from the applicant group or licensee. If the proposed use of revenues is not approved, the applicant or licensee will receive a letter outlining the reason for the decision.
8. AGLC shall review the group's gaming financial report to ensure all disbursements of gaming revenue have been approved.
9. If a licensee has disbursed gaming funds on a non-approved use of gaming revenue, the licensee shall be notified in writing to re-deposit the funds.
10. If the licensee disagrees with the decision of AGLC, it may appeal the decision in writing.
11. AGLC Management reviews the letter of appeal from the licensee. If the appeal is rejected, the licensee will receive a letter outlining the reason for the decision.
12. If the licensee disagrees with the decision of Management, it may appeal the decision in writing to the Vice President, Regulatory Services.
13. The Vice President reviews the letter of appeal from the licensee. If the appeal is rejected, the licensee will receive a letter outlining the reason for the decision and advising that if the licensee disagrees with the Vice President's decision, the licensee can request a hearing before the Board pursuant to section 94(1) of the GLCA within 30 days of receipt of the letter from the Vice President.
(Amended Sept 2019)
14. If any issues of a financial nature require further review, the matter shall be referred to the appropriate AGLC Division.
15. AGLC shall ensure gaming revenue is deposited into the licensee's designated gaming account.



**SECTION: GENERAL USE OF GAMING
REVENUE/PROCEEDS**

NUMBER: 4.1

CHARITABLE GAMING

PAGE 5 OF 5

SUBJECT: GENERAL - USE OF GAMING REVENUE

16. AGLC will ensure all disbursements from the designated gaming account for approved purposes are made in accordance with Standards 6 and 7. (Amended Sept 2019)

DATE ISSUED: September 10, 2019 **AUTHORITY:** Original signed by
Len Rhodes

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: PRIZES - USE OF GAMING REVENUE****POLICY:**

Gaming revenue shall only be used to pay for prizes which have been approved by AGLC.

STANDARDS:

1. Prizes are anything of value, such as money, property, merchandise or services that a player of a game of chance, played during a licensed gaming event, has a chance to win.
2. Standards for bingo event prizes are specified in the Bingo Licensee Terms & Conditions and the Commercial Bingo Handbook.
3. Standards for casino event prizes are specified in the rules of play for each approved game in Casino Terms & Conditions and Operating Guidelines.
4. Standards for pull ticket prizes are specified in the Pull Ticket Terms & Conditions and the Commercial Bingo Handbook.
5. Standards for raffle prizes are specified in the Raffle Terms & Conditions.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, shall review the group's proposed prizes and approve those which comply with above policy, above standards, terms and conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, shall review the group's gaming financial report to ensure all disbursements of gaming revenue used for prizes have been approved and comply with above policy, above standards, terms and conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: GAMING EVENT EXPENSES - USE OF GAMING REVENUE****POLICY:**

Gaming revenue may be used to pay gaming event expenses which have been approved by AGLC.

STANDARDS:

1. Gaming event expenses are the costs incurred by the licensed group to operate a gaming event.
2. Standards for bingo event expenses are specified in the Commercial Bingo Handbook and the Bingo Licensee Terms & Conditions.
3. Standards for casino event expenses are specified in the Casino Terms & Conditions and Operating Guidelines and in the Casino Licensee Terms & Conditions.
4. Standards for pull ticket event expenses are specified in the Pull Ticket Terms & Conditions and the Commercial Bingo Handbook.
5. Standards for raffle event expenses are specified in the Raffle Terms & Conditions, Total Ticket Value More Than \$20,000 and the Raffle Terms & Conditions, Total Ticket Value \$20,000 and Less.

PROCEDURES:

1. AGLC shall review the group's proposed event expenses and approve those which comply with above policy, above standards, Terms and Conditions of licence and Board policies.
2. AGLC shall review the group's gaming financial report to ensure all disbursements of gaming revenue used for event expenses have been approved and comply with above policy, above standards, terms and conditions of licence and Board policies.

CHARITABLE GAMING

PAGE 1 OF 4

SUBJECT: GENERAL - USE OF PROCEEDS**POLICY:**

Gaming proceeds shall only be spent on charitable and religious purposes approved by AGLC.

STANDARDS:

1. Gaming proceeds are funds remaining from total gaming event revenue after the payment of approved prizes and approved gaming event expenses, and the commission for charities at whose licensed gaming events the AGLC conducts provincial lotteries. Gaming proceeds shall also include all interest, dividends or other income earned on gaming proceeds deposited in interest accounts or held, with AGLC approval, in deposit certificates or investments made by a trustee.
2. A charitable or religious purpose is a program or service which provides a charitable community benefit to a significant segment of the community as defined in Section 2.1 - Basic Eligibility.
3. Gaming proceeds must only be used for AGLC approved objects which are consistent with the group's eligibility for a gaming licence and essential to the delivery of the group's charitable or religious programs. (Amended Jul. 2016)
4. Gaming proceeds shall be used to support the group's overall objectives, programs and services as approved; and not solely to provide benefits to specific or select members of the group.
5. Changes to the approved use of proceeds after the gaming licence is issued must be approved by AGLC prior to the disbursement of proceeds. Two executive members of the licensed group must sign the letter of request for the change in the use of proceeds.
6. Payments for approved charitable and religious purposes must be:
(Added Sept 2019)
 - a) made directly from the gaming account to the vendor or supplier by credit card, debit card, pre-authorized debit (PAD), electronic funds transfer (EFT), bank draft or cheque;

CHARITABLE GAMING

PAGE 2 OF 4

SUBJECT: GENERAL - USE OF PROCEEDS

- b) be fully supported by receipts, invoices and/or other documents such as contracts, agreements, time sheets, etc.; and
- c) authorized by two current members of the group's executive:
 - i) invoices or other supporting documents for credit card, debit card, PAD, EFT and bank draft payments must be signed by two members of the group's executive; and
 - ii) cheques must be signed by two authorized signing authorities of the group's executive.

Note: With prior notification to AGLC wages paid from a non-gaming account may be reimbursed with gaming funds.

7. Gaming proceeds shall normally remain in the respective gaming account until spent on the approved uses. If not required immediately, gaming proceeds may:
- a) be put into a separate interest account(s);
 - b) be used to purchase deposit certificate(s); or
 - c) if the group qualifies as a Trustee under the *Trustee Act*, be invested subject to the conditions established for and applying to, investments by a trustee under the *Trustee Act*. To qualify to invest, AGLC will require a letter from the group's lawyer confirming the trustee qualification.
 - d) If gaming proceeds are re-directed as stated in Standard 7a) to c), the following conditions apply:
 - i) investments made as stated in Standard 7a) and b) shall be fully insured as defined in the *Canada Deposit Insurance Act*,
 - ii) the financial institution, account or deposit number, or details of other permitted investments and the total value of the proceeds transferred or invested shall be identified on financial reports;

CHARITABLE GAMING

PAGE 3 OF 4

SUBJECT: GENERAL - USE OF PROCEEDS

- iii) all interest, dividends or other income earned becomes part of gaming proceeds and shall be retained in the separate interest bearing account or shall be retained as part of the investment if the income is in the form of shares or units; and
 - iv) when needed for approved uses, proceeds shall be transferred back to the gaming account to be disbursed.
 - e) be contributed to an endowment fund as specified in Section 5.25.
8. Disbursements of gaming proceeds must be made within 24 months of receipt of the funds, unless the proceeds are contributed to an endowment fund.
9. A group may request prior written approval from AGLC to extend its disbursement of proceeds for a period longer than 24 months. Extensions may be approved to a maximum of \$75,000 in proceeds and/or, to a maximum of an additional 24 months during which time the retained proceeds must be disbursed as per a group's approved use of proceeds. *(Added Mar 2018)*
- Note: Standard 9 does not apply to: *(Added Mar 2018)*
- fundraising groups, licensed under Section 3.10, which may request approval to retain an amount higher than \$75,000 but may not retain proceeds longer than an additional 24 months; and
 - groups approved by AGLC to retain proceeds for a facility (see Section 5.11).
10. All requests for an extension must be submitted using AGLC's "Request for Extension to Disburse Proceeds" form. The request form includes, but is not limited to: *(Amended Mar 2018)*
- a) amount of proceeds for which an extension is being requested;
 - b) source of proceeds (e.g. casino, raffle) and the dates the proceeds were received;
 - c) a written explanation why the proceeds have to be accumulated beyond 24 months;

CHARITABLE GAMING**PAGE 4 OF 4****SUBJECT: GENERAL - USE OF PROCEEDS**

- d) any other sources of revenues associated with the planned project or event;
 - e) a list of expenditures associated with the planned project or event; and
 - f) timelines for the anticipated disbursement of the accumulated proceeds.
11. If a group fails to comply with Standards 8 or 9 above, or fails to meet the terms granted in an extension, the group may be subject to Board-directed sanctions, such as: *(Amended Mar 2018)*
- a) a temporary suspension of gaming licences, resulting in a delay in conducting further charitable gaming events until the group has demonstrated that policies have been met;
 - b) permanent revocation of gaming licences; and/or
 - c) directives to donate a portion or all gaming proceeds to other eligible charitable organizations as approved by AGLC.
12. A use of proceeds not specifically accommodated in the use of proceeds policies is considered an ineligible use of proceeds.

PROCEDURES:

1. AGLC shall review the group's proposed use of proceeds and approve those which comply with above policy, above standards, terms and conditions of licence and Board policies.
2. AGLC shall review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, terms and conditions of licence and Board policies.
3. The Financial Review Section shall ensure the disbursement of gaming proceeds are made within 24 months of receipt of the funds, unless prior approval has been granted by AGLC.

CHARITABLE GAMING

PAGE 1 OF 2

**SUBJECT: ACCOUNTING FEES/GAMING FINANCIAL REPORTS - USE OF
PROCEEDS****POLICY:**

Licensed groups may use gaming proceeds to hire a professional accountant to prepare gaming financial reports.

STANDARDS:

1. All bingo, casino, pull-ticket, raffle, consolidated, supplementary, assistance fund and building account financial reports may be prepared by a Chartered Professional Accountant (CPA). (Amended Jul. 2016)
2. To be an allowable use of proceeds, the gaming financial report must be prepared by a CPA in good standing. (Amended Jul. 2016)
3. The preparation of other financial reports is not an allowable use of gaming proceeds.
4. When a gaming financial report is completed by a CPA, bank statements and ticket/inventory summary (if applicable) must be provided with the report. Cancelled cheques and invoices/receipts do not have to be provided with the report, however, they must be retained for two years after the licence expires. (Amended Jul. 2016)
5. Financial reports must be signed by two executive members of the licensed group. (Note: If a CPA completes a gaming financial report, the name and address of the CPA must be shown in the section of the report "Report Completed By"). (Amended Jul. 2016)
6. The group is not required to complete the form "Request to Use Gaming Proceeds to Pay Wages/Salaries" (Form 5442) to pay accounting fees under this policy.

PROCEDURES:

1. AGLC, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.



**SECTION: SPECIFIC USE OF
PROCEEDS**

NUMBER: 5.1

CHARITABLE GAMING

PAGE 2 OF 2

**SUBJECT: ACCOUNTING FEES/GAMING FINANCIAL REPORTS - USE OF
PROCEEDS**

2. AGLC, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

DATE ISSUED: July 5, 2016

AUTHORITY:

Original signed by
Susan Green

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: ADMINISTRATIVE COSTS - USE OF PROCEEDS****POLICY:**

Administrative costs that are necessary to the delivery of a charitable or religious program or service are eligible uses of gaming proceeds.

STANDARDS:

1. Approved administrative expenditures will normally be limited to a maximum cumulative total of 10 per cent of gaming proceeds earned the previous calendar year. Written approval of AGLC must be obtained prior to a group using more than 10 per cent of gaming proceeds on administrative costs. A written request must be forwarded to AGLC, providing a breakdown of the costs involved.
2. Administrative costs that are eligible for approval include:
 - a) telephone, stationery, postage, bulletins, newsletters, and website costs, which communicate information to the public about the group's community service programs;
 - b) space rental for regular membership meetings and storage, excluding payment to a group member for space within a residence or a business premises belonging to a group member; and
 - c) liability insurance fees for a group's board of directors.
3. Administrative costs related to the internal administrative activities of the group are not eligible uses of gaming proceeds. These costs that are not eligible for approval include:
 - a) food and beverages, unless they are part of the charitable program such as a "food bank" or an approved social activity identified in Section 5.15 - Senior Citizen Activities - Use of Proceeds.
 - b) salaries, wages or honorariums to persons for the performance of administrative duties;

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: ADMINISTRATIVE COSTS - USE OF PROCEEDS

- c) non-gaming accounting fees; and
- d) legal fees.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Financial Review Section must review the group's financial report to ensure administrative expenditures are limited to a maximum cumulative total of 10 per cent of gaming proceeds earned in the licensee's previous calendar year or as otherwise indicated.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: ASSISTANCE FUND - USE OF PROCEEDS****POLICY:**

Governing bodies of veterans and service groups that are approved to use gaming proceeds for building funds may establish and administer an assistance fund to help member groups in financial difficulty.

STANDARDS:

1. Contributions to the assistance fund are made by member groups donating:
 - a) a maximum cumulative total of five per cent of gaming proceeds earned the previous calendar year; or
 - b) an unlimited amount from their 50 per cent building fund accounts.
2. The governing body shall establish a separate assistance fund bank account. All donations, repayments and any other revenue shall be deposited into this account. All funds including interest are considered gaming proceeds. The following account information shall be provided to AGLC:
 - a) type of account and account number;
 - b) financial institution's name and address; and
 - c) signing authorities for the account.
3. Funds shall normally be left in the assistance fund account until spent on approved uses. All payments must be made in accordance with AGLC's approved payment methods outlined in Section 4.4. Payments must be made payable directly to the recipient group. If not required immediately, funds may be placed in approved interest bearing accounts or short-term deposit certificates. All interest becomes part of gaming proceeds. (Amended Sept 2019)

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: ASSISTANCE FUND - USE OF PROCEEDS**

4. The governing body shall set up a separate accounting record showing:
 - a) all revenue received (including interest), date received and the source of the revenue;
 - b) any donations made to the fund and any donations or loans made from the fund; and
 - c) the name of the group receiving funds, the amount of the funds provided, what the funds will be used for, repayment terms, amount of interest charged and individual repayments showing principal, interest and total amount.
5. The assistance fund account cannot be closed, or moved without prior approval of AGLC. If the assistance fund ceases, all funds, less legitimate expenses, shall be donated to an approved charity or charities.
6. Funds from the assistance fund may only be used by the recipient group for building costs as identified in Section 5.11 - Facility - Use of Proceeds. Recipient groups shall set up a separate financial record showing:
 - a) total funds received; and
 - b) all funds paid out and to whom they were paid, including loan repayments with separate entries for principal and interest.
7. All assistance fund records, including the recipient group's records, shall be kept for two years from the date of receipt.
8. AGLC shall have access to all assistance fund records, including those at any financial institution, and may make copies of such records and remove them for further examination.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, shall review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: ASSISTANCE FUND - USE OF PROCEEDS**

Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.

2. The Regulatory Division, Financial Review Section, shall review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
3. The Financial Review Section shall review a group's financial report to ensure its contributions made to an approved assistance fund do not exceed a maximum cumulative total of five per cent of gaming proceeds earned in the previous calendar year.

CHARITABLE GAMING

PAGE 1 OF 2

SUBJECT: BURSARIES AND SCHOLARSHIPS - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be donated to a legally established charitable trust fund, whose purpose is to support educational bursaries or scholarships.

STANDARDS:

1. Prior to AGLC approval of a donation to a trust fund, the group shall provide to AGLC documentary evidence as to the legal status of the trust and the manner in which it is administered.
2. The trust funds may be administered by an approved AGLC body, such as a post-secondary educational institution which is governed by:
 - a) Board of a university under the *Universities Act*;
 - b) Board of a public college under the *Colleges Act*; or
 - c) Board of a technical institute under the *Technical Institutes Act*.
3. Trust funds may also be administered by the licensed group, subject to AGLC approval of the application selection process. The application selection process, which shall be included in the group's application for licence, shall include the following information:
 - a) the eligibility criteria;
 - b) the composition of the decision-making body responsible for reviewing the applications; and
 - c) the number and value of the bursaries or scholarships awarded.
4. Groups must make payments, in accordance with AGLC's approved methods of payment outlined in Section 4.4, directly to individuals as a means of providing bursaries and scholarships if the recipient meets the group's eligibility/criteria as specified in Standard 3 a) above, and the group has proof the recipient is attending a recognized educational institution, e.g. tuition receipt. (Amended Sept 2019)
5. Gaming proceeds donated to approved trust funds administered by the licensed group may be invested with AGLC approval in short term

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: BURSARIES AND SCHOLARSHIPS - USE OF PROCEEDS**

deposit certificates with the interest earned then also becoming part of the gaming proceeds. The group must provide to AGLC in its gaming financial report the serial number, value, interest rate, interest paid and the term of all approved short term deposit certificates.

6. The bursaries or scholarships must be made available to all qualified individuals, not just family members of the licensed group and/or the family of the members of the board of selection.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, shall review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, shall review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
3. The Licensing Support Section shall ensure the group provides written confirmation of the establishment of a legal trust fund prior to approving the use of proceeds for a trust fund.
4. If a group proposes to administer its own trust fund, the Licensing Support Section shall ensure the group has provided the required information as specified in Standard 3 above.
5. The Financial Review Section shall review the group's financial report to ensure there are no cash payments made for bursaries or scholarships.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: DEBT RETIREMENT - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used by a licensed group to pay debt incurred in the delivery of its approved charitable or religious programs or services.

STANDARDS:

1. The debt must be incurred as the result of mortgage payments for a public facility or unplanned or inadvertent expenditures (e.g., emergency repairs to a public facility).
2. Gaming proceeds must not be approved to pay debt incurred from the operation of non-charitable or non-religious activity.
3. Gaming proceeds from one licence cannot be used to cover gaming losses from another licence unless an approved pooling agreement is in effect or unless specific approval is given by the Board.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
3. The Financial Review Section must review the group's financial report to ensure the group does not use the gaming proceeds from one licence to cover the gaming losses of another licence.

CHARITABLE GAMING

PAGE 1 OF 5

SUBJECT: DONATIONS WITHIN ALBERTA - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be donated to or used in support of charitable or religious groups within Alberta that actively deliver a program or service which provides a community benefit.

STANDARDS:

1. Donated gaming proceeds must only be used for eligible charitable or religious purposes.
2. The donor group must maintain a record of all donations. The date, amount and purpose of each donation must be specified on its gaming financial report. For the purposes of this policy, "Total annual donation" means the total dollar value of donation(s) to a single organization between the twelve-month period beginning January 1st and ending December 31st.
3. No donor group, individual member of a donor group, corporation, society, non-profit group, partnership, limited partnership or proprietorship that the donor group or an individual member of the donor group is related to, may directly or indirectly receive funds, goods, services or any other item of value from the recipient group or from any individual member of the recipient group or intermediary, in return for a donation of gaming proceeds.
4. Groups may make a total annual donation up to \$50,000 to an organization without prior approval if the recipient is an organization licensed and in good standing with AGLC. The recipient must place donations of charitable gaming proceeds in a gaming bank account. Donations of gaming proceeds must be used in accordance with currently approved use of proceeds. The donor group must retain the following information on a completed "Recipient Agreement" (Form 5627) and provide it to AGLC upon request:
 - a) the name and address of the intended recipient;
 - b) the amount of the donation;
 - c) the purpose for the donation; and
 - d) acknowledgement from the recipient group that it will:

CHARITABLE GAMING**PAGE 2 OF 5****SUBJECT: DONATIONS WITHIN ALBERTA - USE OF PROCEEDS**

- i) deposit the proceeds into the recipient's gaming bank account;
 - ii) use proceeds according to the recipient's currently approved use of proceeds;
 - iii) maintain a record of donations received showing the date, amount, and source of donated funds as well as the date, amount and purpose of all disbursements of donated funds; and
 - iv) allow AGLC access to all records, including those at any financial institution, and to make copies of such records and/or remove them for further examination.
- 5. Groups may make a total annual donation exceeding \$50,000 to an organization, with prior approval, if the organization is licensed with AGLC. The recipient must place approved donations of charitable gaming proceeds in a gaming bank account. The donor group must submit:
 - a) a completed "Recipient Agreement" (Form 5627) that identifies:
 - i) the name and address of the intended recipient;
 - ii) the amount of the donation;
 - iii) the purpose for the donation; and
 - iv) acknowledgement from the recipient group that it will:
 - deposit the proceeds into the recipient's gaming bank account;
 - use proceeds according to the recipient's currently approved use of proceeds;
 - maintain a record of donations received showing the date, amount, and source of donated funds, as well as the date, amount and purpose of all disbursements of donated funds; and
 - allow AGLC access to all records, including those at any financial institution, and to make copies of such records and/or remove them for further examination.
 - b) a "Statutory Declaration" (Form 5503) sworn by an executive member of the donor group affirming the donor group, or an

CHARITABLE GAMING**PAGE 3 OF 5****SUBJECT: DONATIONS WITHIN ALBERTA - USE OF PROCEEDS**

individual member of the donor group, or a corporation, society, non-profit group, partnership, limited partnership or proprietorship that the donor group or an individual member of the donor group is a shareholder, member, or relative of, will not directly or indirectly receive funds, goods, services or any other item of value from the recipient group or from any individual member of the recipient group or intermediary in return for a donation of gaming proceeds.

If the recipient group is not a recognized charitable organization such as the Red Cross, or is not involved in obvious charitable activities such as a food bank, then an eligibility review of the group, as per AGLC Basic Eligibility policy (see Section 2.1) may be completed prior to any donations to the group being approved.

6. Groups may make a total annual donation up to \$5,000, without prior approval to an eligible individual charitable or religious group within Alberta that is not licensed with AGLC. (If the donor is uncertain if a recipient qualifies as an eligible charitable or religious group, the donor must submit a written request to AGLC for approval). The recipient must use the donation for purposes that comply with the Charitable Gaming Policies Handbook. The donor group must retain the following information on a completed "Recipient Agreement" (Form 5507) and provide it to AGLC upon request:
 - a) the name and address of the intended recipient;
 - b) the amount of the donation;
 - c) the purpose for the donation; and
 - d) acknowledgement from the recipient group that it will:
 - i) maintain a record of donations received showing the date, amount, and source of donated funds as well as the date, amount and purpose of all disbursements of donated funds; and
 - ii) allow AGLC access to all records, including those at any financial institution, and to make copies of such records and/or remove them for further examination.
7. Groups may make a total annual donation exceeding \$5,000 with prior approval to an eligible individual charitable or religious group within Alberta that is not licensed with AGLC. The recipient must use the

CHARITABLE GAMING

PAGE 4 OF 5

SUBJECT: DONATIONS WITHIN ALBERTA - USE OF PROCEEDS

donation for purposes that comply with the Charitable Gaming Policies Handbook. The donor group must submit the following information:

- a) a completed "Recipient Agreement" (Form 5507) that identifies:
 - i) the name and address of the intended recipient;
 - ii) the amount of the donation; and
 - iii) the purpose for the donation.
- b) acknowledgement from the recipient group that it will:
 - i) maintain a record of donations showing the date, amount, and source of donated funds received, as well as the date, amount, and purpose of all disbursements of donated funds; and
 - ii) allow AGLC access to all records, including those at any financial institution and to make copies of such records and/or remove them for further examination.
- c) a "Statutory Declaration" (Form 5503) sworn by an executive member of the donor group affirming the donor group, or an individual member of the donor group, or a corporation, society, non-profit group, partnership, limited partnership or proprietorship that the donor group or an individual member of the donor group is a shareholder, member, or relative of, will not directly or indirectly receive funds, goods, services or any other item of value from the recipient group or from any individual member of the recipient group or intermediary in return for a donation of gaming proceeds.

If the recipient group is not a recognized charitable organization such as the Red Cross, or is not involved in obvious charitable activities such as a food bank, then an eligibility review of the group, as per AGLC Basic Eligibility policy (see Section 2.1), may have to be completed prior to any donations to the group being approved.

PROCEDURES:

1. The Use of Proceeds Unit must review the group's proposed use of proceeds and approve those which comply with the above policy, the above standards, Section 4 - General Use of Gaming Revenue/Proceeds, the Terms and Conditions of the licence and Board policies.

CHARITABLE GAMING

PAGE 5 OF 5

SUBJECT: DONATIONS WITHIN ALBERTA - USE OF PROCEEDS

2. The Financial Review Section must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with the above policy, the above standards, Section 4 - General Use of Gaming Revenue/Proceeds, the Terms and Conditions of the licence and Board policies.
3. The Use of Proceeds Unit must enter into the Gaming Licensing System (GLS) the name of the intended recipient of all approved donations.
4. The Financial Review Section must review the group's financial report to ensure all donations have been approved. The reported recipients of donated proceeds must be verified by checking the GLS to ensure they have been approved.

CHARITABLE GAMING

PAGE 1 OF 5

SUBJECT: DONATIONS OUTSIDE ALBERTA - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be donated to or used in support of charitable or religious groups outside Alberta that actively deliver a program or service which provides a community benefit.

STANDARDS:

1. Donated gaming proceeds must only be used for eligible charitable or religious purposes. To be an eligible use of proceeds outside Alberta, the nature of the project has to be an eligible use of proceeds within Alberta.
2. No donor group, individual member of a donor group, corporation, society, non-profit group, partnership, limited partnership or proprietorship that the donor group or an individual member of the donor group is related to, may directly or indirectly receive funds, goods, services or any other item of value from the recipient group or from any individual member of the recipient group or intermediary, in return for a donation of gaming proceeds.
3. Donations outside Alberta are limited to a maximum cumulative total of 75 per cent of gaming proceeds earned the previous calendar year. The entire 75 per cent may be donated within Canada; however, only 50 per cent of the gaming proceeds earned the previous calendar year may be donated outside Canada. For the purposes of this policy, "Total annual donation" means the total dollar value of donation(s) to a single organization between the twelve-month period beginning January 1st and ending December 31st.
4. Subject to the restrictions below, groups may make a total annual donation up to \$5,000, to an eligible individual charitable or religious group outside Alberta, but within Canada, without prior AGLC approval. The donor group must retain the following information on a completed "Recipient Agreement" (Form 5507) and provide it to AGLC upon request:
 - a) the name and address of the intended recipient;
 - b) the amount of the donation;
 - c) the purpose for the donation; and

CHARITABLE GAMING

PAGE 2 OF 5

SUBJECT: DONATIONS OUTSIDE ALBERTA - USE OF PROCEEDS

- d) acknowledgement from the recipient group that it will:
 - i) maintain a record of donations received showing the date, amount, and source of donated funds, as well as the date, amount and purpose of all disbursements of donated funds; and
 - ii) allow AGLC access to all records, including those at any financial institution and to make copies of such records and/or remove them for further examination.

5. The recipient group must support:

- a) disaster/emergency relief;
- b) nationally recognized charitable programs that benefit Albertans, such as the "Lions Eye Bank" and the Royal Canadian Legion's "Youth Polio Fund"; or
- c) medical and educational research programs which may benefit all Canadians.

Note: If the donor group is uncertain if a recipient qualifies as an eligible charitable or religious group, the donor must submit a written request to AGLC for approval.

6. Gaming proceeds donated outside Alberta, but within Canada, exceeding an annual amount of \$5,000, will only be approved for donations that comply to Standard 4 a) – d) above. The donor group must submit the following and obtain approval from AGLC before any proceeds are spent:

- a) a "Request to Donate Proceeds - Outside Alberta But Within Canada" (Form 5502);
- b) a "Recipient Agreement" (Form 5507); and
- c) a "Statutory Declaration" (Form 5503) sworn by an executive member of the donor group affirming the donor group, or an individual member of the donor group, or a corporation, society, non-profit group, partnership, limited partnership or proprietorship that the donor group or an individual member of the donor group is related to, will not directly or indirectly receive funds, goods, services or any other item of value from the recipient group or from any individual member of the recipient group or intermediary in return for a donation of gaming proceeds.

CHARITABLE GAMING**PAGE 3 OF 5****SUBJECT: DONATIONS OUTSIDE ALBERTA - USE OF PROCEEDS**

7. If the request is approved, the donor group must supply cancelled cheques/receipts documenting transfer of funds to designated recipients with its gaming financial report. AGLC may also request an audited statement of use of proceeds.
8. Subject to the restrictions below, groups may make a total annual donation up to \$1,000 to an eligible individual charitable or religious group outside Canada without prior AGLC approval. The donor group must retain a completed "Recipient Agreement" (Form 5507) and provide it to AGLC upon request.

The donation must be used for:

- a) supporting international disaster/emergency relief; or
- b) projects in countries that the Board considers as developing or underdeveloped and countries that appear on the Canadian International Development Agency (CIDA) list of countries and territories eligible for Canadian official development assistance, which support:
 - i) the development of local self-sufficiency in the provision of basic human needs for water, food, sanitation or shelter; or
 - ii) the provision of primary health care (acute care and public health) and basic education (reading, writing and basic math).

Note: Donations may be made directly to a specific eligible project or directly to an organization which complies with the following standards:

- registered or incorporated in Canada for the purpose of carrying out projects and programs of international development assistance or international emergency relief (e.g., World Vision Canada, Care-Canada, Canadian Red Cross);
- actively engaged in projects and programs of international development assistance or international emergency relief;
- maintains a clearly identifiable fund to which Canadians voluntarily contribute funds for purposes of international development assistance or international emergency relief; and

CHARITABLE GAMING**PAGE 4 OF 5****SUBJECT: DONATIONS OUTSIDE ALBERTA - USE OF PROCEEDS**

- accepts donations of gaming proceeds and uses donated gaming proceeds for purposes approved by AGLC.
9. Groups requesting to donate gaming proceeds outside Canada exceeding an annual amount of \$1,000 must:
- a) be registered or incorporated in Alberta for the purpose of carrying out projects and programs of international development assistance or international emergency relief;
 - b) maintain a clearly identifiable fund to which Canadians voluntarily contribute funds for purposes of international development assistance or international emergency relief;
 - c) be actively engaged in projects and programs of international development assistance or international emergency relief;
 - d) accept donations of gaming proceeds and use donated gaming proceeds for purposes approved by AGLC;
 - e) submit and have approved by AGLC, a "Request to Donate Proceeds - Outside Canada" (Form 5484);
 - f) submit a completed "Recipient Agreement" (Form 5507); and
 - g) submit a completed "Statutory Declaration" (Form 5503) sworn by an executive member of the donor group affirming the donor group, or an individual member of the donor group, or a corporation, society, non-profit group, partnership, limited partnership or proprietorship that the donor group or an individual member of the donor group is related to, will not directly or indirectly receive funds, goods, services or any other item of value from the recipient group or from any individual member of the recipient group or intermediary in return for a donation of gaming proceeds.
10. If the request is approved, the donor group must supply cancelled cheques/receipts documenting transfer of funds to designated recipients with its gaming financial report. AGLC may also request an audited statement of use of proceeds and may contact the relevant Canadian Foreign Service official to verify the project.
11. The donor group must maintain a record of all donations. The date, amount and purpose of each donation must be specified on its gaming financial report.

CHARITABLE GAMING**PAGE 5 OF 5****SUBJECT: DONATIONS OUTSIDE ALBERTA - USE OF PROCEEDS****PROCEDURES:**

1. The Use of Proceeds Unit must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Financial Review Section must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. If the group proposes to donate funds outside Canada, the Use of Proceeds Unit must ensure the project is located in a country which appears on the Canadian International Development Agency (CIDA) list of countries and territories eligible for Canadian official development assistance. The list of countries and territories is located at the CIDA Website:
www.acdi-cida.gc.ca/cidaweb/webcountry.nsf/index.html
4. The Use of Proceeds Unit must enter into the Gaming Licensing System (GLS) the name of the intended recipient of all approved donations.
5. The Financial Review Section must review the group's financial report to ensure donations have been approved. The reported recipients of donated proceeds must be verified by checking the GLS to ensure they have been approved.
6. The Financial Review Section must review the group's financial report to ensure donations outside Alberta have been limited to a maximum cumulative total of 75 per cent of the gaming proceeds earned by the group in the previous calendar year.
7. If the group donates proceeds outside Canada, the Financial Review Section must review the group's financial report to ensure donations outside Canada have been limited to a maximum cumulative total of 50 per cent of the gaming proceeds earned by the group in the previous calendar year.

CHARITABLE GAMING

PAGE 1 OF 2

SUBJECT: EDUCATION - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used for the costs of specific educational program(s) or support.

STANDARDS:

1. Gaming proceeds may be used to provide a specific educational experience for students which is not principally recreational or social in nature and which otherwise would not be available. Examples include field trips, athletic tournaments and cultural exchanges. All travel disbursements must comply with Section 5.19 - Travel: Education - Use of Proceeds.
2. Gaming proceeds may be used to purchase educational equipment and supplies such as audio-visual equipment, athletic equipment and musical instruments which otherwise would not be available. The ownership of these assets must remain with the educational institution or school.
3. Gaming proceeds must not supplement in any way the operational or capital budgets of the educational institution or school, such as employee salaries, wages, and benefits, building additions, renovations, and utilities.
4. Gaming proceeds may be used to provide educational bursaries or scholarships as specified in Section 5.4 - Bursaries and Scholarships - Use of Proceeds.
5. Gaming proceeds may be used as approved by AGLC for any bona-fide charitable or religious purpose.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: EDUCATION - USE OF PROCEEDS

2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Financial Review Section must review the group's financial report to ensure gaming proceeds are not used to supplement the operational or capital budgets of the educational institution or school.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: EMERGENCY FUNDS - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used to provide relief for individuals or families in personal distress or who are victims of physical disaster.

STANDARDS:

1. Gaming proceeds may be used to provide equipment and supplies or train volunteers during emergency situations.
2. The use of gaming proceeds to assist individuals or families in personal distress or who are victims of physical disaster must be approved by the Regulatory Division prior to the disbursement of funds. Two executive members of the group must submit the request in writing. The group will receive confirmation whether the request is approved or not approved.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, terms and conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: EQUIPMENT/UNIFORMS/COSTUMES/VEHICLES - USE OF
PROCEEDS****POLICY:**

Gaming proceeds may be used to purchase or rent equipment, furnishings, uniforms, costumes, and/or a vehicle if they are essential to the delivery of the organization's charitable programs or services.

STANDARDS:

1. Ownership of the items purchased must remain with the licensed group.
2. Items of a personal, social, or promotional nature may not be purchased.
3. Equipment or supplies that are used in any activity or operation which is intended to produce income cannot be purchased with gaming proceeds.
4. Gaming proceeds may be used to purchase uniforms and costumes under the following circumstances:
 - a) the uniform or costume is required for competitive play, practice, or artistic performance;
 - b) the item is provided to the player or participant during the season and at the end of the season is returned to the licensed group;
 - c) uniforms must have a distinctive logo or markings;
 - d) players or participants do not use the item for activities not related to games, practices, or performances; and
 - e) the group submits a written policy for the use of uniforms and costumes with its application or request to use gaming proceeds to buy uniforms or costumes.

DATE ISSUED: August 21, 2003**AUTHORITY:**Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: EQUIPMENT/UNIFORMS/COSTUMES/VEHICLES - USE OF PROCEEDS**

5. Gaming proceeds may be used to purchase a vehicle under the following circumstances:
 - a) the vehicle must be registered and insured in the name of the licensed group;
 - b) the vehicle must be used for community service programs;
 - c) the vehicle cannot be used for the personal use of any members nor for the administrative activities of the group;
 - d) when not in use for community programs, the keys must be controlled to prevent unauthorized use; and
 - e) gaming proceeds may be spent on vehicle repairs, operation and insurance.
6. If equipment/uniforms/costumes/vehicles purchased from gaming proceeds are rented or sold by the group, funds received from the rental or sale must be returned to the gaming account.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. If the group proposes to purchase uniforms or costumes, the Licensing Support Section must ensure the group submits a written policy for the use of the uniforms or costumes with its application.

CHARITABLE GAMING

PAGE 1 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

(Amended Mar 2018)

POLICY:

Groups that provide a facility for public use may be eligible to use proceeds for the purchase, rental, capital, leasehold, and operating costs of the facility.

STANDARDS:**GENERAL USE OF PROCEEDS**

1. Groups are required to spend proceeds on facilities in a cost-effective manner which directly supports the approved charitable programs.
2. The purchase or lease of a facility and/or land for commercial use is not an allowable use of proceeds.
3. Groups that have been deemed eligible for gaming licensing within another policy (e.g. seniors, ethno-cultural) must also comply with eligibility and use of proceeds standards for their respective classifications.
4. A group that is limited to the use of 50 per cent of its gaming proceeds for facility expenses may be eligible to increase the use of its gaming proceeds to 75 per cent if, in addition to its own programming and activities:
 - a. the group's facility is provided to non-affiliated charitable organizations or not-for-profit community groups:
 - i) at no cost to the group using the facility; and
 - ii) for a cumulative minimum of 150 hours per calendar year.
 - b. the space is provided without any other considerations from the organization using the facility (e.g., catering fees, donations, etc.);
 - c. the organization using the facility does not own or lease its own facility;
 - d. the organization using the facility is not hobby/social or commercial in nature; and

CHARITABLE GAMING**SUBJECT: FACILITY - USE OF PROCEEDS**

- e. the organization using the facility does not have common members with the organization providing the facility.
- 5. A group requesting approval to increase the use of its gaming proceeds for additional facility expenditures must:
 - a. provide evidence that the space has been used in accordance with 5.11 Standard 4 a) - e) for at least one year prior to requesting an increase in the use of proceeds for facility expenses. This includes but is not limited to:
 - i) for ongoing, regular usage by a charitable organization an agreement must be signed between the two parties that shows :
 - the type of activity, space used, and the dates and times the facility will be used; and
 - the space was provided free of charge.
 - ii) for one-time or occasional usage, a log must be kept of all uses, that includes the:
 - organization's name;
 - contact information (e.g., address, phone number, contact person);
 - type of activity and space used; and
 - date and time (start to finish) the facility was used.
 - b. provide evidence that the space has been used for this purpose for one year prior to applying for an increase; and
 - c. keep all records for five years and provide to AGLC upon request. Facility usage is subject to AGLC verification.
- 6. If the facility is self-sustaining (facility revenues are greater than the expenses to operate the facility) then no proceeds can be used to support the facility.

CHARITABLE GAMING

PAGE 3 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

7. Proceeds cannot be used to pay for expenses associated with maintaining a residential facility such as a seniors' complex, rectory, convent, dormitory, etc. Proceeds may be used for common areas accessible by the general public for charitable program purposes.
8. Eligible facility disbursements must be spent from a group's gaming account or from a separate account designated as a "building account". If such an account is created, disbursements, and financial reporting requirements are the same as for other gaming accounts, as outlined in Section 4.1, Standards 6 and 7. If a group is restricted to a percentage of its proceeds that may be spent on facility expenses, transfers to the building account from its other gaming accounts must not exceed that percentage.

LEASE OF A FACILITY

9. AGLC may approve the use of proceeds for the lease/rental or leasehold improvement costs for an existing facility, including:
 - a) Short-Term Rental of a Facility
 - i) Proceeds may be used for short-term facility rentals (12 months or less) for facilities such as arenas, sports fields, performing arts venues and space for charitable programs.
 - ii) The rental fee is for use of the space only and does not include operating or capital costs.
 - iii) Copies of rental agreements and/or other supporting documentation must be maintained for financial reporting and audit purposes.
 - b) Long-Term Rental or Lease of a Facility
 - i) Proceeds may be used for long-term facility rentals (greater than 12 months) for eligible program-related activities.
 - ii) Prior approval to use proceeds for facility rental is required. The request must identify all charitable program activity and any commercial use in the facility.

CHARITABLE GAMING

PAGE 4 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

- iii) The rental agreement must be submitted to AGLC for prior approval and must include:
 - payment terms (amount, frequency of payments, damage or other deposits);
 - agreement terms (start and end dates);
 - ownership details (such as name of lessor) of the facility or space (including sub-leasing from a third party, if applicable);
 - breakdown of cost responsibilities for the landlord and tenant; and
 - early termination clause.
 - iv) The only expenses that may be paid from proceeds are facility rental costs, operating costs, and leasehold improvements.
 - v) Expenses for a facility that is used solely for meetings and/or storage must be included within the 10 per cent of proceeds for administrative costs as defined in Section 5.2 Administrative Costs – Use of Proceeds.
 - vi) If the rental or lease is not arm's-length (e.g. renting from a member of the charity, a related party, or is a related party transaction), the rent charged must be no more than fair market value and the relationship between the parties must be disclosed on submission of the rental agreement to AGLC.
 - vii) All supporting documentation for these transactions must be maintained for financial reporting and audit purposes.
- c) Leasehold Improvements
- i) Prior AGLC approval is required for leasehold improvement(s) in excess of \$50,000 per calendar year.

CHARITABLE GAMING

PAGE 5 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

- ii) Groups that have a legal right to occupy and control a facility through a contractual agreement such as a long-term lease may be approved to use proceeds for leasehold improvements to that facility, including, but not limited to:
 - interior partitions;
 - millwork;
 - acoustic material;
 - restroom accessories;
 - electric lighting fixtures; and
 - interior flooring.
- iii) Leasehold improvements are a facility cost and must be included within the approved percentage for facility expenses.
- iv) Proceeds cannot be used on leasehold improvements that enhance the leased/rented space beyond what is required for the licensed group to conduct its charitable programs.
- v) When a group has used proceeds for facility leasehold improvements and vacates the facility:
 - less than one year after the completion of the improvements, the group must reimburse the gaming account 100 per cent of any proceeds used to pay for the cost of the leasehold improvements; or
 - more than one year after completion of the improvements, but before two years, the group must reimburse the gaming account 50 per cent of any proceeds used to pay for the cost of the leasehold improvements; or
 - after two years, no reimbursement is required.

CHARITABLE GAMING

PAGE 6 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS**Rental Revenue, Donations and Other Funding**

10. A group that leases a facility and charges a fee for its use must apply the rental revenue towards facility expenses (cost recovery) prior to proceeds being used. Groups may use rental income on facility expenses, such as costs of administrative staff for facility bookings which are not allowed to be paid from proceeds.
11. Any donations of proceeds from another AGLC gaming licensed group must be used in accordance with the recipient group's approved use of proceeds.
12. Any funding from other agencies specifically for the operation of the group's facility must be used to pay facility expenses prior to proceeds being used for this purpose.
13. A group that is restricted to 50 per cent use of proceeds for facility expenses will also be restricted to using no more than 50 per cent of proceeds donated from another gaming licensed group for facility expenses.
14. Proceeds may not be used to support a facility where 50 per cent or more of the facility is rented or leased for commercial activities such as:
 - a) retail or wholesale trade;
 - b) restaurants and bars;
 - c) office space;
 - d) clinics;
 - e) warehouse;
 - f) residential rental properties; or
 - g) other non-charitable uses.
15. Rentals for functions such as weddings, family reunions, and anniversaries are not considered a commercial use of the facility.

CHARITABLE GAMING

PAGE 7 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

16. A group that rents its facility and is approved to use proceeds for facility expenditures must keep a rental calendar including contact information and fees charged for each renter. The calendar must be available for review upon request by AGLC.

PURCHASE OF A FACILITY

17. AGLC may approve the use of proceeds to purchase or construct a facility for the delivery of charitable program(s).
18. Groups that receive funding from other agencies specifically for the purchase or construction of a facility must use these funds prior to proceeds being used for this purpose.
19. Prior to disbursing any proceeds for the facility purchase, the group must submit a detailed business plan to AGLC for approval. The business plan must be submitted at least 30 days prior to the possession date and must include the following:
- a) a copy of the minutes from the membership and/or executive meeting at which members or the executive voted to accept the purchase agreement (or other contractual agreement);
 - b) a detailed description of charitable program activity at the facility and any commercial use in any part of the facility;
 - c) a copy of the offer to purchase, purchase agreement, or other legal contractual agreement;
 - d) legal fees for the purchase of the facility, including closing, and land transfer title costs;
 - e) location of facility, floor plan, and square footage;
 - f) zoning of property (zoning must be compatible with the intended use of the land);
 - g) sources of gaming and non-gaming funding and/or proposed funding arrangements such as mortgages and loans;
 - h) sources of funds for ongoing operating costs including, but not limited to, utilities, property taxes, insurance, and maintenance; and
 - i) the possession or completion date.

CHARITABLE GAMING

PAGE 8 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

Note: Written permission from the government agency which administers the land is required when constructing a facility on land owned by municipal, provincial or federal governments.

20. A group that fails to initiate the development of land for charitable purposes within two years of land purchase, will be required to repay a gaming account the amount of proceeds used for the original purchase.
21. The purchase price or cost of construction must not be greater than fair market value. If the agreement is not an arm's-length transaction (e.g. purchasing from a member of the group, a related party, or is a related party transaction), the relationship between the parties must be disclosed in the business plan.
22. Upon taking possession of a facility, a copy of the certificate of title must be submitted to AGLC. Copies of purchase agreements and/or other supporting documentation must be maintained for financial reporting and audit purposes.
23. All proceeds used to purchase or construct a facility are considered gaming funds until such time as the facility is designated, in writing by AGLC, as a vested facility according to the requirements set out in Standard 54.

Retention of Proceeds for Future Purchase/Construction of a Facility

24. A group may request to retain proceeds for a facility to a maximum of \$500,000. Once a group's maximum approved retention is reached, these funds must be used within 24 months.
25. Approval to retain proceeds does not constitute approval to proceed with the purchase or construction of a facility. A group must seek specific approval prior to the use of any retained proceeds.
26. A group may request authorization to retain proceeds longer than 24 months for a future purchase or construction of a facility. The request must include a business plan that includes the following:
 - a) a copy of the minutes from the membership and/or executive meeting at which members or the executive voted to retain proceeds for the future purchase or construction of a facility;

CHARITABLE GAMING

PAGE 9 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

- b) a detailed description of all charitable program activity and any commercial use in the facility;
 - c) estimated size and cost of the facility;
 - d) proposed location of the facility;
 - e) proposed sources of funding to purchase or construct the facility; and
 - f) estimated date of purchase or construction of the facility.
27. If a group fails to use retained proceeds within approved timelines, the group will be subject to sanctions or directed to donate all proceeds to other eligible charitable organizations as approved by AGLC.
28. Groups restricted to maximum use of 50 per cent of proceeds for facility may not retain proceeds beyond the maximum cumulative total of 50 per cent of proceeds for facility and equipment.

Facility (Owned) Rental Revenue

29. A group that owns a facility and charges a fee for its use must apply the rental revenue towards facility expenses (cost recovery) prior to proceeds being used. A group may use rental income on facility expenses, such as costs of administrative staff for facility bookings which are not allowable to be paid from proceeds.
30. Groups that receive grants specifically for the operation of a facility must use the grant funds prior to proceeds being used for this purpose.
31. A group that receives a donation of proceeds, and is restricted to a maximum 50 per cent for facility, is limited to using a maximum 50 per cent of the donation for facility expenses.
32. Proceeds may not be used to support a facility where 50 per cent or more of the facility is rented or leased for commercial activities such as:
- a) retail or wholesale trade;
 - b) restaurants and bars;

CHARITABLE GAMING

PAGE 10 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

- c) office space;
- d) clinics;
- e) warehouse;
- f) residential rental properties; or
- g) other non-charitable uses.

33. Rentals for functions such as weddings, family reunions, and anniversaries are not considered a commercial use of the facility.

34. A group must keep a rental calendar including contact information for each renter. It must be available for review upon request by AGLC.

Refinancing an Existing Facility

35. A group that purchased a facility with proceeds may request approval to refinance; the request must be submitted to AGLC prior to refinancing.

36. The equivalent portion of proceeds used to purchase, construct, refinance, or renovate a facility must be deposited into the group's gaming account when the facility is refinanced. For example, a group that used proceeds for 30 per cent of the total costs to purchase, construct, refinance, or renovate its facility must deposit 30 per cent of the total amount received from the refinancing of the facility to a gaming account.

37. A group proposing to increase debt on the facility more than \$50,000, must include the following information with the request:

- a) a copy of the minutes from the membership or executive meeting at which members or the executive approved to refinance the facility;
- b) reason for refinancing;
- c) change in the use of the facility, if any;
- d) term of the new loan (start and end dates);

CHARITABLE GAMING

PAGE 11 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

- e) amount of new debt and implied interest rate; and
 - f) details of how the funds received from refinancing will be broken down between gaming and non-gaming purposes.
38. All funds received from financing a facility are considered gaming funds until such time as the facility is designated, in writing by AGLC, as a vested facility according to the requirements set out in Standard 52.

Renovations to a Facility

39. Prior AGLC approval is required for renovations using proceeds in excess of \$50,000 per calendar year.
40. A renovation plan must be submitted to AGLC at least 30 days before the start of the renovation. The following is to be included in the renovation plan:
- a) a copy of the minutes from the membership or executive meeting at which members or the executive approved to renovate the facility;
 - b) reason for the renovation;
 - c) change in the use of the facility, if any;
 - d) amount of any new debt and implied interest rate; and
 - e) a breakdown of gaming and non-gaming funds used to renovate the facility.
41. Proceeds used for renovation costs must be included within the 50 per cent maximum permitted for facility expenses when the group is limited to 50 per cent maximum use of proceeds for facility expenses.
42. Proceeds must not be used to renovate commercial space.
43. Proceeds must not be used to enhance the facility beyond what is required for the licensed group to conduct its charitable programs.

SUBJECT: FACILITY - USE OF PROCEEDS

44. Groups that receive grants specifically for the renovations of a group's facility must use the grant funds prior to proceeds being used for this purpose.
45. Details of improvements made with proceeds must be included in the gaming financial report.
46. All proceeds used to renovate a facility are considered gaming funds until such time as the facility is designated, in writing by AGLC, as a vested facility according to the requirements set out in Standard 52.

Sale of a Facility

47. A group that used proceeds towards the original purchase, construction, refinancing, or renovation of its facility and intends to sell it, must request approval from AGLC at least 30 days prior to the sale date. The request must include the following information:
 - a) a copy of the minutes from the membership or executive meeting at which members or the executive approved the sale of the facility;
 - b) reason for the sale and any changes to the group's charitable programs;
 - c) a copy of the offer to purchase, purchase agreement or other legal contractual agreement; and
 - d) the intended use of the proceeds to be derived from the sale of the facility.

Note: The requirements of this section do not apply if AGLC has designated the facility as a vested facility.
48. If the sale of the facility is not an arm's-length transaction (e.g. sale to a member of the group, a related party, or is a related party transaction), the purchase price must be no less than the fair market value of the property. The relationship between the parties must be disclosed to AGLC.
49. Details of the sale of a facility involving proceeds must be included in the group's gaming financial report.

SUBJECT: FACILITY - USE OF PROCEEDS

50. If the group is not purchasing a replacement facility, the equivalent portion of the proceeds used in the original purchase, construction, refinancing, or renovation of the facility must be deposited to a gaming account from the total revenue from the sale of the facility. For example, a group that used proceeds for 30 per cent of the total costs to purchase, construct, refinance, or renovate its facility must deposit 30 per cent of the total amount received from the sale of the facility to a gaming account.

51. If the group intends to purchase a replacement facility using the revenue from the sale, a detailed business plan as identified in Standard 19 must be provided. The difference between the revenue received from the sale of the previous facility and the cost of the new facility will be used by AGLC to determine the amount of proceeds that must be deposited to a gaming account.

Note: Standard 50 and 51 above do not apply to a facility designated, in writing by AGLC, as a vested facility as set out in Standard 52.

Designation as a Vested Facility

52. A group that has used proceeds for the purchase, construction, refinancing, or renovation of its facility may request, in writing, to have the facility designated as a vested facility if the following conditions are met:

- a) the group can demonstrate ongoing charitable program delivery to the community;
- b) the group has been licensed to conduct gaming activities for a minimum of seven years;
- c) the facility has been in operation for at least five years since the last payment using proceeds was made towards the purchase, construction, refinancing, or renovation of the facility; and
- d) the group owns the facility with no outstanding mortgages or loans.

CHARITABLE GAMING

PAGE 14 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

53. Following from Standard 52, a group submitting a request to AGLC for its facility to be designated as a vested facility must include the following in its submission:

- a) a copy of the minutes from the membership and/or executive meeting at which members or the executive voted to request its facility to be designated as a vested facility;
- b) location of the building and description of all charitable program activity occurring in the building; and
- c) current land title for the facility to confirm no mortgage, loans or other encumbrances are registered against the facility.

54. When a group receives written confirmation from AGLC that the facility is designated as a vested facility, any proceeds that were used to purchase, construct, refinance, or renovate the facility are no longer considered gaming funds. If the vested facility is sold, the revenue from the sale does not have to be deposited in a gaming account or reported on in future gaming financial reports.

55. If a facility has been designated as a vested facility, any subsequent use of proceeds to refinance or renovate the facility are deemed gaming funds and subject to the policies in Section 5.11.

GOVERNMENT OWNED AND OPERATED FACILITIES

56. Proceeds may not be used to construct or pay expenses for a facility owned by, or which is the responsibility of, any level of government, including government groups funded from tax revenue or created by public statute.

57. Proceeds may only be used for expenses in a government facility when a charitable community benefit is provided in accordance with CGPH Section 2.1, Standard 4. Proceeds may only be applied to an enhancement that would otherwise not be available.

PROCEDURES:

- 1. AGLC will review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 15 OF 16****SUBJECT: FACILITY - USE OF PROCEEDS**

2. AGLC will review the group's gaming financial report to ensure all disbursements of proceeds have been approved and comply with above policy, above standards, Section 4 – General Use of Gaming Revenue/Proceeds, and Conditions of licence and Board policies.
3. For groups identifying facility expenses as a proposed use of proceeds for the first time, AGLC will review:
 - a) the group's incorporation documents to ensure the group has the right under its bylaws to own or lease a facility which is available to the general public;
 - b) the facility ownership or lease documents to ensure the group has the responsibility and legal right to operate the facility;
 - c) the admission fees for the facility to ensure the fees are not so prohibitive they will exclude members of the general public;
 - d) the group's facility public admission procedures to ensure membership is not a requirement of public use, the hours of public use are reasonable and the hours of public use are advertised;
 - e) a record of the public use of the facility, or specific areas within the facility (see Section 3.27, Standard 3 c) ii), to ensure the facility is available for use by the general public at least 50 per cent of the time the facility is available for use;
 - f) percentage of total square footage of the facility that is public use area and percentage that is restricted to members to ensure a public use area exists; and
 - g) the name, nature of business and square footage of the facility occupied by any commercial entity to ensure gaming proceeds will not be spent on subsidizing a commercial activity.

Note: If the facility expenses were previously approved, AGLC may request updates on some or all of the above information.

4. For groups identifying the purchase of a facility as a proposed use of proceeds, AGLC will ensure the information specified in Standard 19 above is submitted with the application.

CHARITABLE GAMING

PAGE 16 OF 16

SUBJECT: FACILITY - USE OF PROCEEDS

5. AGLC will review the group's gaming financial report to ensure facility disbursements comply with Section 5.11.
6. If the group is using a "Building Fund" for its facility disbursements, AGLC will ensure the group submits bank statements, cancelled cheques and invoices/receipts from the "Building Fund" account with its financial report.
7. If the group is restricted to using 50 per cent of its proceeds for facility disbursements, AGLC will ensure this maximum amount is not exceeded.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: FUNDRAISING - USE OF PROCEEDS**POLICY:**

Gaming proceeds cannot be used to subsidize the cost of fundraising activities.

STANDARDS:

1. Gaming proceeds cannot be used to purchase any equipment, supplies or services that are to be used in any activity or operation which is intended to produce profit.
2. Gaming proceeds can be used to buy approved equipment, supplies or services for use in charitable works for which an admission fee is charged, such as an arts performance, as long as the admission fee is reasonable, and the fee is set on a cost recovery basis.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: LOBBYING - USE OF PROCEEDS**POLICY:**

Gaming proceeds cannot be used for disbursements related to supporting activities directed toward achieving changes in public policy.

STANDARDS:

1. In regards to this policy, lobby means conducting activities aimed at influencing or attempting to influence any level of government in favour of a specific cause.
2. Gaming proceeds must not be used on political activities such as candidacy costs for public office, conventions of political parties, and research costs for a particular political party.
3. The provision of information through public education programs and/or submissions to government which reflects a balance of views on a particular issue of public concern may be eligible for use of gaming proceeds.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING

PAGE 1 OF 1

SUBJECT: PROMOTIONAL ACTIVITIES - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used for promotional activities designed to increase public awareness and participation in charitable or religious programs.

STANDARDS:

1. Promotional activities include advertising in newspapers, radio, television, posters, signs, pamphlets, letters, and internet web pages.
2. Gaming proceeds cannot be used to pay for advertising designed to attract new members, except for the yearly membership drives of community and service clubs.
3. Gaming proceeds cannot be used to pay for promotional activities which benefit a commercial activity or enterprise.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: SENIOR CITIZEN ACTIVITIES - USE OF PROCEEDS****POLICY:**

Gaming proceeds may be used to pay for approved expenditures related to the special needs of senior citizens.

STANDARDS:

1. In regards to this policy, an individual must be at least 60 years of age to be considered a senior citizen.
2. Seniors entertainment, including meals but excluding liquor, is an eligible use of gaming proceeds under the following circumstances:
 - a) there is broad based community involvement with activities not limited to members of the licensed group;
 - b) a minimum of 75 per cent of those partaking in the entertainment are seniors; and
 - c) the expenditures paid from gaming proceeds are on a cost recovery basis and not intended to generate profit.
3. Seniors travel is an eligible use of gaming proceeds under the following circumstances:
 - a) there is broad based community involvement and eligibility for the trips is not limited to the members of the licensed group;
 - b) a minimum of 75 per cent of those travelling are seniors; and
 - c) expenditures are restricted to direct transportation, meals and accommodation costs within the province of Alberta.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.



**SECTION: SPECIFIC USE OF
PROCEEDS**

NUMBER: 5.15

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: SENIOR CITIZEN ACTIVITIES - USE OF PROCEEDS

2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

DATE ISSUED: August 21, 2003

AUTHORITY:

Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 1 OF 1****SUBJECT: SOCIAL EVENTS - USE OF PROCEEDS****POLICY:**

Gaming proceeds cannot be used to pay for social events.

STANDARDS:

1. In regards to this policy, social events are defined as activities primarily designed to serve the hobby, recreation, or personal interests of those attending.
2. The purchase of liquor is not an eligible use of gaming proceeds.
3. Activities involving senior citizens may be excluded from this policy. (Please refer to Section 5.15 - Senior Citizen Activities - Use of Proceeds).

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Financial Review Section must review the group's financial report to ensure gaming proceeds are not spent on liquor purchases.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: SPORTS - USE OF PROCEEDS****POLICY:**

Gaming proceeds may be used to support eligible sports groups.

STANDARDS:

1. Gaming proceeds may be used to pay for the rental fees of a facility or a venue for the group's sporting events.
2. Gaming proceeds may be used to pay for officiating and judges' fees, if the officials or judges are approved by the sport's governing body. Groups are not required to complete the "Request to Use Gaming Proceeds to pay Wages/Salaries" form (Form 5442) to pay for these positions during regular or tournament competition.
3. Groups may use gaming proceeds to pay for the reasonable costs of certifying officials and judges in their sport, including training and education costs.
4. Gaming proceeds may be used to pay for coaching/instructor fees providing the duties performed by the coach/instructor are essential to the group's program delivery, the duties of the coach/instructor are performed by a person with specialized qualifications and the duties of the coach/instructor cannot be reasonably performed by a volunteer.
5. Gaming proceeds may be approved to purchase uniforms and equipment as long as they are required for the participation in the sport. The uniforms and equipment may not be for personal use, and ownership must remain with the group.
6. Gaming proceeds may be used to pay for membership, registration, affiliation, or insurance fees to tournaments or to local, provincial, national or international governing bodies when the membership, registration, affiliation or insurance is related to a group's specific objectives and individual members of the group do not also pay the fee.

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: SPORTS - USE OF PROCEEDS**

7. Gaming proceeds may be used to pay for the following costs associated with attending a competition away from the team's or athlete's home facility. (Note: The athlete or team must meet the criteria for approved travel specified in Section 5.21 - Travel: Sports - Use of Proceeds):
 - a) transportation costs to and from the competition;
 - b) local transportation costs while at the competition; and
 - c) accommodation and meal costs during the period of competition, excluding liquor.
8. Gaming proceeds may be used to pay for awards such as trophies, plaques and ribbons. Such awards must be earned by achievement and not granted for volunteer appreciation. The use of gaming proceeds for cash or merchandise prizes or any other prize of value is prohibited.
9. Adult sports groups with a youth component must use at least 50 per cent of its gaming proceeds on its youth programs.
10. Gaming proceeds may be used to support a single team if the team complies with the Eligibility guidelines specified in Section 3.22, Standard 10 and the team uses the proceeds on approved uses as listed in this section.
11. Gaming proceeds may be used to pay for the provision of food and beverages, excluding liquor, for athletes, coaches and support personnel (as defined in Section 5.21 – Travel: Sports – Use of Proceeds, Standard 4) at officially sanctioned Alberta Summer and Winter Games.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of gaming proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: SPORTS - USE OF PROCEEDS**

2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. If the group proposes to use gaming proceeds on coaching/instructor fees, the Licensing Support Section must ensure a "Request to Use Gaming Proceeds to pay Wages/Salaries" form (Form 5442) has been submitted by the group.
4. If the group proposes to use gaming proceeds on travel, the Licensing Support Section must ensure the group complies with Section 5.21 - Travel: Sports - Use of Proceeds.
5. If the applicant is an adult sports group, the Licensing Support Section must ensure the group proposes to use at least 50 per cent of its gaming proceeds on youth, disabled and/or seniors programs.
6. If the licensee is an adult sports group, the Financial Review Section must review the group's financial report to ensure at least 50 per cent of the gaming proceeds are spent on youth, disabled and/or seniors programs.

CHARITABLE GAMING

PAGE 1 OF 2

**SUBJECT: TRAVEL: CONFERENCES, SEMINARS, WORKSHOPS,
CLINICS, MEETINGS, AND CONVENTIONS - USE OF
PROCEEDS****POLICY:**

Gaming proceeds may be used to pay travel expenses to conferences, seminars, workshops, clinics, meetings, and conventions that are directly related to the group's charitable programs or services.

STANDARDS

1. The conference, seminar, workshop etc., must be primarily organized for educational purposes related to a specific charitable program or service the group supports or delivers to the community. Delegates attending must be in a position to train other members of their group upon return.
2. Sports groups and performing arts groups may use gaming proceeds to pay expenses of coaches and instructors to attend conferences, seminars, etc., if the conference, seminar, etc., is directly related to the delivery of the charitable objectives approved for the group when it was licensed.
3. Gaming proceeds cannot be used for conferences, seminars, etc., that are primarily organized for administrative purposes. Service clubs may be approved if the conference, seminar, etc., relates directly to the operation of a program or service it sponsors.
4. Gaming proceeds must only be used for registration fees and the costs of direct-route transportation, meals, and accommodation during the period of the actual conference, seminar, etc. All expenditures must be supported by receipt or voucher.
5. Wages must not be paid, including any reimbursement of lost wages from an individual's regular employment, as a result of attending the conference, seminar, etc.
6. Eligible travel within Alberta does not require specific prior approval of AGLC by way of a submitted itinerary if approval is requested and granted at the time of application.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: TRAVEL: CONFERENCES, SEMINARS, WORKSHOPS,
CLINICS, MEETINGS, AND CONVENTIONS - USE OF
PROCEEDS**

7. For travel outside of Alberta, a Travel Itinerary form (Form 5443) must be submitted and approved by AGLC before any proceeds are spent. In addition, for travel outside of Canada the group must demonstrate a similar activity does not exist in Canada.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Licensing Support Section will review the purpose of the group's conference, seminar, workshop, clinic, meeting, or convention to ensure the conference, etc. is directly related to the group's charitable programs.
4. The Licensing Support Section must review the group's Travel Itinerary form (Form 5443) to ensure all required information has been provided.
5. The Manager, Licensing Support, must approve all requests to use gaming proceeds for travel outside of Canada. For travel outside of Alberta but within Canada the Licensing Support Supervisor may approve the request.
6. The Financial Review Section must review the group's financial report to ensure all travel disbursements comply with the information provided on the approved Travel Itinerary form.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: TRAVEL: EDUCATION - USE OF PROCEEDS****POLICY:**

Gaming proceeds may be used for travel that enriches an educational institution or school's curriculum.

STANDARDS:

1. The educational institution or school must be recognized by the Alberta Department of Learning.
2. The trip must provide an educational experience which otherwise would not be available.
3. The governing body of the educational institution or school must approve the trip in writing and confirm it is an enrichment of the approved educational curriculum. The proper authorities are:
 - a) Board of Governors of a University, College, Community College, etc.;
 - b) President of a post-secondary trade or vocational school such as NAIT, SAIT or NorQuest College;
 - c) School Board for high schools; and
 - d) principal for junior high or elementary schools.
4. In order for sports groups affiliated with an educational institution or school to use gaming proceeds for travel, they must comply with Section 5.21 - Travel: Sports – Use of Proceeds.
5. The trip must be reasonably available to all students who qualify and wish to participate.
6. Proceeds must only be used for the costs of direct-route transportation, meals and accommodation during the period of the actual activity or event. All expenditures must be supported by receipt or voucher. Activities and meals of a social nature, such as a banquet, are not eligible.

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: TRAVEL: EDUCATION - USE OF PROCEEDS**

7. Gaming proceeds may only be used to pay for the allowable expenditures of students and a limited number of support personnel. The number of support personnel is normally determined by the number of students. A group may use gaming proceeds to pay for the allowable travel expenditures of a maximum of one support person per five students, or portion thereof. For example, the travel expenditures of two support personnel could be covered by gaming proceeds if there are six to ten students; three support personnel if there are 11 to 15 students, etc. A higher number of support personnel per students may be approved by AGLC if the higher number is endorsed in writing by the governing body of the educational institution or school.
8. In regard to this policy, support personnel are defined as teachers, instructors, and other adult chaperones.
9. Eligible travel within Alberta does not require specific prior approval of AGLC by way of a submitted itinerary if approval is requested and granted at the time of application.
10. For travel outside of Alberta, a Travel Itinerary form (Form 5443) must be submitted and approved by AGLC before any gaming profits are spent. In addition, for travel outside of Canada the group must demonstrate a similar activity does not exist in Canada.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: TRAVEL: EDUCATION - USE OF PROCEEDS**

3. The Licensing Support Section must ensure the governing body of the educational institution or school has provided written approval of the requested trip with the "Travel Itinerary" form (Form 5443).
4. The Licensing Support Section must ensure the educational institution or school has provided the objective criteria by which students are selected to participate in the requested trip with the "Travel Itinerary" form.
5. The Licensing Support Section must review the group's "Travel Itinerary" form to ensure all required information has been provided.
6. The Licensing Support Section must review the group's "Travel Itinerary" form to ensure the number of support personnel approved for travel complies with Standard 7 above.
7. The Manager, Licensing Support, must approve all requests to use gaming proceeds for travel outside of Canada. For travel outside of Alberta but within Canada the Licensing Support Supervisor may approve the request.
8. The Financial Review Section must review the group's financial report to ensure all travel disbursements comply with the details provided on the approved Travel Itinerary form.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: TRAVEL: PERFORMING ARTS GROUPS - USE OF PROCEEDS****POLICY:**

Groups involved in activities such as music, dance and drama may use gaming proceeds for travel if the group is participating in a recognized and organized event, such as a competition or festival.

STANDARDS:

1. To be eligible to use gaming proceeds for travel within Alberta, the travel must be a requirement to deliver the group's programs. Eligible travel within Alberta does not require specific approval of AGLC by way of a Travel itinerary form (Form 5443) if approval is requested and granted at the time of application.
2. To be eligible to use gaming proceeds for travel outside of Alberta, the group must:
 - a) be selected because of its level of creative achievement or success;
 - b) be entered in a recognized competition in which there is a formal evaluation or adjudication process, with qualified judges or adjudicators who evaluate the participants' efforts and publish their opinions; and
 - c) have a bona fide invitation from the organizing or sponsoring body.
3. Gaming proceeds shall only be used for the costs of direct-route transportation, meals and accommodation during the period of the actual activity or event. All expenditures must be supported by receipt or voucher. Activities and meals of a social nature, such as a banquet, are not eligible.
4. Gaming proceeds shall only be used to pay for the allowable expenditures of participants and a limited number of support personnel. The number of support personnel is normally determined by the number of participants. A group may use gaming proceeds to pay for the allowable travel expenditures of a maximum of one support person per five participants, or portion thereof. For example, the travel expenditures of two support personnel could be covered by gaming

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: TRAVEL: PERFORMING ARTS GROUPS - USE OF PROCEEDS**

proceeds if there are six to ten participants; three support personnel if there are eleven to fifteen participants, etc. A higher number of support personnel per participants may be approved by AGLC if the higher number is endorsed in writing by the group's governing body.

5. In regard to this policy, support personnel are defined as teachers, instructors, and other adult chaperones.
6. Eligible travel within Alberta does not require specific prior approval of AGLC by way of a submitted itinerary if approval is requested and granted at the time of application. The travel must be a requirement to deliver the group's charitable program within Alberta.
7. For travel outside of Alberta, a Travel Itinerary form (Form 5443) must be submitted and approved by AGLC before any proceeds are spent. In addition, for travel outside of Canada the group must demonstrate a similar activity does not exist in Canada.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, shall review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, shall review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Licensing Support Section shall review the group's "Travel Itinerary" form (Form 5443) to ensure all required information has been provided.
4. The Licensing Support Section shall review the group's "Travel Itinerary" form to ensure the number of support personnel approved for travel complies with Standard 3 above.

CHARITABLE GAMING

PAGE 3 OF 3

SUBJECT: TRAVEL: PERFORMING ARTS GROUPS - USE OF PROCEEDS

5. The Manager, Licensing Support must approve all requests for approval to use gaming proceeds for travel outside of Canada. For travel outside of Alberta but within Canada, the Licensing Support Supervisor may approve the request.
6. The Financial Review Section shall review the group's financial report to ensure all travel disbursements comply with the details provided on the approved "Travel Itinerary" form.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: TRAVEL: SPORTS - USE OF PROCEEDS****POLICY:**

Individuals and teams involved in structured and developmental amateur sports may be approved to use gaming proceeds to travel to organized, structured, and sanctioned events.

STANDARDS:

1. In order for the group to be eligible to use gaming proceeds for travel expenditures, the game, tournament, or competition must:
 - a) form a regular part of the group's programs, such as participation in scheduled league games, or in recognized or sanctioned league tournaments or competitions which affects the individual athlete's or the team's standings in the sport within Alberta; or
 - b) be a recognized or sanctioned playoff or championship game or competition to which the individual or team qualifies due to successful play in Alberta competition; or
 - c) be an invitational or exhibition event where the governing body of the licensed group confirms in writing the game, tournament or competition is essential to the development of the participants or team. The governing body must provide a list of these invitational games, tournaments or competitions to AGLC in advance of such events taking place. The local governing body will normally approve competitions within Alberta, competitions outside of Alberta will normally be approved by the provincial governing body and competitions outside of Canada will normally be approved by the Canadian or national governing body.
2. Gaming proceeds must only be used for the costs of direct-route transportation, meals, and accommodation during the period of the actual activity or event. All expenditures must be supported by receipt or voucher. Activities and meals of a social nature, such as a banquet, are not eligible.
3. Gaming proceeds may only be used to pay for the allowable expenditures of participants and a limited number of support personnel. The number of support personnel is normally determined by the number of participants. A group may use gaming proceeds to

DATE ISSUED: August 21, 2003**AUTHORITY:**Original signed by
NORM PETERSON

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: TRAVEL: SPORTS - USE OF PROCEEDS**

pay for the allowable travel expenditures of a maximum of one support person per five participants, or portion thereof. For example, the travel expenditures of two support personnel could be covered by gaming proceeds if there are six to 10 participants. A higher number of support personnel per participants may be approved by AGLC if the higher number is endorsed in writing by the governing body of the licensed group.

4. In regard to this policy, support personnel are defined as coaches, managers, trainers, and other adult chaperones.
5. Eligible travel within Alberta does not require specific prior approval of AGLC by way of a submitted itinerary if approval is requested and granted at the time of application.
6. For travel outside of Alberta, a Travel Itinerary form (Form 5443) must be submitted and approved by AGLC before any proceeds are spent.
7. Gaming proceeds cannot be used for travel expenditures that are recreational, social, or administrative in nature.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. If the proposed travel is to an invitational or exhibition event, the Licensing Support Section must ensure the group's governing body provides written confirmation the event is essential to the development of the participants or team.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: TRAVEL: SPORTS - USE OF PROCEEDS**

4. The Licensing Support Section must review the group's "Travel Itinerary" form (Form 5443) to ensure all required information has been provided.
5. The Licensing Support Section must review the group's "Travel Itinerary" form to ensure the number of support personnel approved for travel complies with Standard 3 above.
6. The Manager, Licensing Support, must approve all requests to use gaming proceeds for travel outside of Canada. For travel outside of Alberta but within Canada, the Licensing Support Supervisor may approve the request.
7. The Financial Review Section must review the group's financial report to ensure all travel disbursements comply with the details provided on the approved "Travel Itinerary" form.

CHARITABLE GAMING**PAGE 1 OF 2****SUBJECT: TRAVEL: "OTHER" - USE OF PROCEEDS****POLICY:**

The use of gaming proceeds for travel related to "youth exchanges," medical treatment and volunteers' seminars or workshops will be considered for approval by AGLC on a case by case basis.

STANDARDS:

1. The travel must be directly related to the delivery of a group's charitable or religious programs and services in Alberta.
2. Gaming proceeds must only be used for registration fees (if applicable) and the costs of direct-route transportation, meals, and accommodation during the period of the actual event, treatment or seminar. All expenditures must be supported by receipt or voucher.
3. No wages must be paid, including any reimbursement of lost wages from an individual's regular employment, as a result of attending an event, seminar, etc.
4. Gaming proceeds must only be used to pay for the allowable expenditures of participants and a limited number of support personnel. The number of support personnel is normally determined by the number of participants. A group may use gaming proceeds to pay for the allowable travel expenditures of a maximum of one support person per five participants, or portion thereof. For example, the travel expenditures of two support personnel could be covered by gaming proceeds if there are six to ten participants; three support personnel if there are 11 to 15 participants, etc. A higher number of support personnel per participants may be approved by AGLC if the higher number is endorsed in writing by the group's governing body.
5. In regard to this policy, support personnel are defined as teachers, instructors, and other adult chaperones.
6. Eligible travel within Alberta does not require specific prior approval of AGLC by way of a submitted itinerary if approval is requested and granted at the time of application.

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: TRAVEL: "OTHER" - USE OF PROCEEDS**

7. For travel outside of Alberta, a Travel Itinerary form (Form 5443) must be submitted and approved by AGLC before any proceeds are spent. In addition, for travel outside of Canada the group must demonstrate a similar activity, treatment or seminar does not exist in Canada.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Licensing Support Section must review the group's "Travel Itinerary" form (Form 5443) to ensure all required information has been provided.
4. The Licensing Support Section must review the group's "Travel Itinerary" form to ensure the number of support personnel approved for travel complies with Standard 4 above.
5. The Manager, Licensing Support must approve all requests for approval to use gaming proceeds for travel outside of Canada. For travel outside of Alberta but within Canada, the Licensing Support Supervisor may approve the request.
6. The Financial Review Section must review the group's financial report to ensure all travel disbursements comply with the details provided on the approved "Travel Itinerary" form.

CHARITABLE GAMING

PAGE 1 OF 5

SUBJECT: VOLUNTEER EXPENSES - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used to reimburse volunteers for eligible expenses incurred to work a gaming event.

STANDARDS:

1. Volunteer expenses that are eligible for reimbursement to work at a gaming event include: (Amended Jul. 2016)
 - a) transportation to and from the gaming event via taxi or bus;
 - b) parking where free parking is not provided; (Added Jul. 2016)
 - c) babysitting ; and
 - d) adult respite care if the volunteer is normally responsible for the care of a medically dependent person within his or her home.
2. If the volunteers are representing a group working at a casino event at least 100 kilometres from their municipality, the following expenses are eligible for payment from the casino account:
 - a) transportation (gasoline, van rental);
 - b) overnight accommodation for a maximum of two nights, unless the event operates table games prior to noon on the first day of the event, in which overnight accommodation for the night prior to the event is also permitted; and
 - c) breakfast meals following each night of overnight accommodation as per Standard 2b).
3. All claims for eligible expenses must be supported by a voucher or receipt.
4. The purchase of liquor is not an eligible expense.
5. Gaming proceeds cannot be used to purchase meals or refreshments for volunteers following the gaming event.

CHARITABLE GAMING**PAGE 2 OF 5****SUBJECT: VOLUNTEER EXPENSES - USE OF PROCEEDS**

6. Volunteers working a licensed event must not be paid cash from gaming proceeds, or from any other source of revenue, for their services. This includes, but is not limited to:
 - a) cash payments;
 - b) association or bingo licensee "vouchers" which can be exchanged for cash; and
 - c) receiving money, goods or services for personal use, from individuals that provide premises, services, equipment or supplies to events sponsored by the volunteer's group.
7. Licensed groups may choose to provide a credit system for volunteers working at licensed gaming events. Credit systems must comply with AGLC policy.
8. Volunteers working a licensed event may receive credits to help offset the cost of participating in the approved charitable program conducted by the licensee including eligible:
 - a) membership, registration, competition, affiliation or insurance fees to tournaments or competitions, or to local, provincial, national or international governing bodies when the fees are related to a group's specific charitable objectives, and individual members of the group do not also pay the fee; and/or
 - b) travel expenses.
9. The credits must not:
 - a) exceed 10 per cent of the gaming proceeds generated per gaming licence (excluding bingo licences); (Amended Jan 2017)
 - b) exceed \$75 per volunteer per event for bingo licences; (Added Jan 2017)
 - c) be redeemable for any form of payment listed in Standard 6; and/or
 - d) be used for any social or recreational purposes or any purposes not listed in Standard 8.

CHARITABLE GAMING

PAGE 3 OF 5

SUBJECT: VOLUNTEER EXPENSES - USE OF PROCEEDS

10. The charitable group may transfer the credits earned from working an event:
 - a) to other members of the licensed group; or
 - b) to individuals who are beneficiaries of the group's programs (e.g., an amateur athlete participating in a structured and developmental sport); or
 - c) to another AGLC licensed group. Transfers of \$5,000 or more, to other licensed groups, require prior AGLC approval.
11. The group issuing the credits must maintain records of the credits. The records are subject to review by AGLC, and must include a ledger with the following information:
 - a) the names of the volunteers earning the credits;
 - b) whether the volunteer is a member or non-member of the group;
 - c) the dates the volunteer earned the credits;
 - d) the credit and cash value of the credits;
 - e) the date the credits were issued, redeemed or transferred;
 - f) the purpose(s) for which the credits were redeemed (if applicable); and
 - g) the name of the payee to whom the cheque was written.
12. Groups transferring credits to other licensees must issue a volunteer credit receipt as a means of exchange. The volunteer credit receipt must include the following information:

Group providing the credits/issuing the volunteer credit receipt

- a) the name of the licensed group;
- b) the serial number;
- c) the date of issuance;
- d) the credit and cash value of the volunteer credit receipt;
- e) the name and telephone number of the person the volunteer credit receipt was issued to;

CHARITABLE GAMING

PAGE 4 OF 5

SUBJECT: VOLUNTEER EXPENSES - USE OF PROCEEDS

- f) whether the recipient is a member or non-member of the group issuing the volunteer credit receipt;
- g) the expiry date (not to exceed one year from date of issuance);
- h) an authorizing signature verifying the information is correct; and
- i) the name of the licensed group receiving or redeeming the credits.

Group receiving the credits

- j) the redemption date;
 - k) the redemption purpose;
 - l) an authorizing signature verifying the information is correct; and
 - m) the name and account number of the gaming account to which the payment was deposited.
13. The group issuing the credits must retain the information in Standard 12 a) to i), and provide it to AGLC upon request. The group receiving the credits must retain the information in Standard 12 j) to m), and provide it to AGLC upon request. All credits earned, received and redeemed must be reported separately on the group's gaming financial report.
14. Transfers must be made from one gaming account to another gaming account.
15. A volunteer credit system is not an eligible charitable program.
16. Groups cannot make it compulsory to volunteer at gaming events. Additionally, all volunteers must be given equal opportunity to earn credits by volunteering at gaming events.

PROCEDURES:

1. The Regulatory Division, Licensing Support Section, must review the group's proposed volunteer expenses and approve those which comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING

PAGE 5 OF 5

SUBJECT: VOLUNTEER EXPENSES - USE OF PROCEEDS

2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all volunteer expense disbursements of gaming proceeds have been approved and comply with above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. The Licensing Support Section must ensure all volunteer expense requests are eligible expenses as stated in Standards 1 through 4 above.
4. The Financial Review Section must review the group's financial report to ensure all volunteer expense disbursements are approved and supported by a voucher or receipt.

CHARITABLE GAMING

PAGE 1 OF 2

SUBJECT: WAGES, SALARIES, FEES FOR SERVICE, AND HONORARIUMS - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used to pay salaries, wages, fees for service or honorariums only if the duties performed are essential to the group's program delivery, the duties are performed by a person with specialized qualifications and the duties cannot reasonably be performed by a volunteer.

STANDARDS:

1. The services provided must be essential to a group's charitable work in the community.
2. Administrative duties are not eligible except for disabled groups who cannot perform an administrative duty due to the nature of the disability.
3. Duties must require technical skills. They cannot reasonably be done by volunteers.
4. Any individual being paid must have specialized qualifications.
5. Deleted, May, 2015
6. Groups proposing to pay wages, salaries, fees for service and honorariums must complete and submit to AGLC the "Request to Use Gaming Proceeds to Pay Wages/Salaries" form (Form 5442). This form does not have to be completed for the fees of officials or judges.

PROCEDURES:

1. The Compliance and Social Responsibility Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with the above policy, the above standards, Section 4 - General Use of Gaming Revenue/Proceeds, the Terms and Conditions of the licence and Board policies.
2. The Compliance and Social Responsibility Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply

CHARITABLE GAMING**PAGE 2 OF 2****SUBJECT: WAGES, SALARIES, FEES FOR SERVICE, AND
HONORARIUMS - USE OF PROCEEDS**

with the above policy, the above standards, Section 4 - General Use of Gaming Revenue/Proceeds, the Terms and Conditions of the licence and Board policies.

3. The Licensing Support Section must review the group's "Request to Use Gaming Proceeds to Pay Wages/Salaries" form (Form 5442) to ensure all required information has been provided.
4. The Licensing Support Section will ensure that each position approved to be paid from gaming proceeds, has been entered into the Gaming and Licensing System (GLS). (Amended May, 2015)
5. The Financial Review Section will review the group's financial report to ensure that all paid positions have been approved. (Amended May, 2015)

CHARITABLE GAMING

PAGE 1 OF 5

SUBJECT: ENDOWMENT FUNDS - USE OF PROCEEDS**POLICY:**

Gaming proceeds may be used to establish and/or donate to an endowment fund, whose purpose is to support approved charitable or religious purposes.

STANDARDS:

1. In regards to this policy, "endowment fund" means a fund where the principal is not normally disbursed and only the investment income, or a portion thereof, is expended.
2. Groups may request Board approval to withdraw a portion, or all, of the principal of the endowment fund to be spent on approved charitable or religious purposes. The Board will only grant such approval if the group can demonstrate that the funds are required to ensure the continued delivery of one or more of its charitable programs to the community and that no other source of funding is available.
3. Endowment fund contributions normally must be limited to a maximum cumulative total of 50 per cent of gaming proceeds earned the previous calendar year. Written approval of the Board must be obtained prior to a group using more than 50 per cent of gaming proceeds for an endowment fund.
4. The amount of gaming proceeds that may be contributed to an endowment fund normally must be limited to a maximum total of \$10 Million. Written approval of the Board must be obtained prior to a group contributing more than \$10 Million of gaming proceeds to an endowment fund.
5. Endowment funds may be administered by the licensed group or by a third party on behalf of the licensed group subject to the approval of the requests outlined in Standards 6 and 7.
6. Requests by a group to administer its own endowment fund must be submitted to AGLC and approved by the Board before any gaming proceeds are directed for the first time to an endowment fund.

CHARITABLE GAMING

PAGE 2 OF 5

SUBJECT: ENDOWMENT FUNDS - USE OF PROCEEDS

The group must provide the following information about the proposed endowment fund with its request:

- a) the purpose of the fund;
- b) minutes of the executive or general meeting at which authorization was granted to request approval to use gaming proceeds for an endowment fund;
- c) confirmation gaming proceeds placed into the fund will be separated for accounting purposes when reporting to AGLC;
- d) explanation of how proceeds will be disbursed from the fund;
- e) the intended recipient(s) of the fund's disbursements; and
- f) explanation of how the fund will be administered including:
 - i) who determines how the proceeds from the endowment fund will be invested;
 - ii) the identity of the investment manager responsible for the endowment fund's investments. A copy of the draft agreement between the group and investment manager must be submitted;
 - iii) a breakdown of how the proceeds from the endowment fund will be invested;
 - iv) the signing authorities for the endowment fund; and
 - v) the fee structure associated with the administration of the endowment fund.

7. Requests by a group to have a third party administer an endowment fund must be submitted to AGLC and approved by the Board before any gaming proceeds are directed for the first time to an endowment fund. The group must provide the following information about the proposed endowment fund with its request:

- a) the purpose of the fund;

CHARITABLE GAMING

PAGE 3 OF 5

SUBJECT: ENDOWMENT FUNDS - USE OF PROCEEDS

- b) minutes of the executive or general meeting at which authorization was granted to request approval to use gaming proceeds for an endowment fund;
- c) confirmation gaming proceeds placed into the fund will be separated for accounting purposes when reporting to AGLC;
- d) explanation of how proceeds will be disbursed from the fund;
- e) the intended recipient(s) of the fund's disbursements;
- f) the identity of the third party administrator; and
- g) a copy of the draft agreement between the group and the third party administrator which states:
 - i) who determines how the proceeds from the endowment fund will be invested;
 - ii) a breakdown of how the proceeds from the endowment fund will be invested;
 - iii) the signing authorities for the endowment fund;
 - iv) the identity of the third party's investment manager;
 - iv) the fee structure associated with the administration of the endowment fund; and
 - vi) how often financial statements from the endowment fund are provided to the licensed group.
- 8. Investments for endowment funds must be managed by a person possessing a recognized professional investment designation (e.g., Certified Financial Planner (CFP), Chartered Financial Analyst (CFA)) or a recognized licensed investment management corporation.
- 9. If there is a proposed change in the purpose of the endowment fund, the intended recipient of the fund's disbursements or the party administering the endowment fund, it must be approved by AGLC prior to the change taking effect. Minutes of the executive or general meeting at which authorization was granted for the proposed change must be submitted with the letter of request.

CHARITABLE GAMING

PAGE 4 OF 5

SUBJECT: ENDOWMENT FUNDS - USE OF PROCEEDS

10. Any gaming proceeds donated to an endowment fund held by other charitable groups or eligible institutions (e.g., hospitals, post-secondary institutions) must be made in accordance with the following:
 - a) Section 5.6 - Donations Within Alberta - Use of Proceeds; and
 - b) Section 5.7 - Donations Outside of Alberta - Use of Proceeds.
11. An endowment fund annual report shall be prepared by groups which administer their own endowment fund or have a third party administer the endowment fund. The report must be submitted to AGLC's Financial Review Section annually. The endowment fund report must include, at a minimum, the following:
 - a) the current balance of gaming proceeds in the fund;
 - b) a list of the recipients of the fund's disbursements and the amount of these disbursements; and
 - c) the fees charged to administer the fund.
12. Endowment funds cannot be merged with other endowment funds without prior approval of AGLC.
13. For a group that administers its own endowment fund or has a third party administer its endowment fund and the endowment fund ceases, all gaming proceeds must be transferred back to the gaming account and spent on approved charitable or religious purposes (see Section 4.4).
14. AGLC must have access to all endowment fund records, including those of the fund manager or third party administrator, and may make copies of such records and remove them for further examination.

CHARITABLE GAMING**PAGE 5 OF 5****SUBJECT: ENDOWMENT FUNDS - USE OF PROCEEDS****PROCEDURES:**

1. The Regulatory Division, Licensing Support Section, must review the group's proposed use of proceeds and approve those which comply with the above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. The Regulatory Division, Financial Review Section, must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with the above policy, above standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
3. If the group proposes to administer its own endowment fund, the Licensing Support Section must ensure the group submits the required information specified in Standard 6 above.
4. If the group proposes to have a third party administer its endowment fund, the Licensing Support Section must ensure the group submits the required information specified in Standard 7 above.
5. If the group proposes to donate gaming proceeds to another group or eligible institution's endowment fund, the Licensing Support Section must enter into the Gaming Licensing System (GLS) the name of the intended recipient of all approved donations.
6. The Financial Review Section must review the group's gaming financial report to ensure endowment fund contributions have been limited to a maximum cumulative total of 50 per cent of the gaming proceeds earned by the group in the previous calendar year, or as otherwise approved.
7. The Financial Review Section must review the group's endowment fund annual report to ensure the contributions to the endowment fund equal or exceed the proceeds transferred from the group's gaming accounts.
8. The Financial Review Section must review the group's endowment fund disbursements to ensure the disbursements coincide with the intended recipients listed in Standards 6 or 7.

CHARITABLE GAMING

PAGE 1 OF 2

SUBJECT: COMMUNITY EVENTS - USE OF PROCEEDS**POLICY:**

AGLC may approve the use of gaming proceeds for eligible community events of a not-for-profit nature.

STANDARDS:

1. The prior written approval of AGLC is required before any gaming proceeds may be spent on these purposes. The written request must be signed by two elected volunteer executive members of the licensed group and submitted to AGLC for approval with the following details:
 - a) the specific type of event, (e.g., celebration, festival, parade or fair);
 - b) the location, date, time, and duration of the event;
 - c) whether the program is open to the public or members only;
 - d) how the program is advertised; and
 - e) the Event Worksheet including all sources of income and expenses, including any wages paid. (Form CSR/GAM 5626 is required)
2. All programs where gaming proceeds are used, and for which a fee is charged or for which funds are received, must be managed on a cost-recovery basis.

Note: Cost-recovery means the disbursement of gaming proceeds to pay for program costs is limited to the amount not covered by program revenues.
3. Gaming proceeds may be used for the following expenses when they are directly related to a community event:
 - a) rent of a venue or facility;
 - b) rent or purchase of equipment, supplies, furnishings, uniforms, costumes and/or vehicles (see Section 5.10);
 - c) security;

CHARITABLE GAMING

PAGE 2 OF 2

SUBJECT: COMMUNITY EVENTS - USE OF PROCEEDS

- d) advertising and promotion of the event (see Section 5.14);
- e) wages/salaries (see Section 5.24);
- f) entertainment;
- g) fireworks;
- h) floats (including vehicle rental);
- i) clean up; and
- j) municipal fees, excluding items such as special event liquor licences and vendor permits.

PROCEDURES:

1. AGLC must review the group's proposed use of proceeds and approve those which comply with the above policy and standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.
2. AGLC must review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with the above policy and standards, Section 4 - General Use of Gaming Revenue/Proceeds, Terms and Conditions of licence and Board policies.

CHARITABLE GAMING**PAGE 1 OF 3****SUBJECT: AID OF THE DISTRESSED - USE OF PROCEEDS****POLICY:**

Gaming proceeds may be used for costs that are necessary for the delivery of programs that address specific issues of social concern and provide aid to the distressed.

STANDARDS:

1. The request must include:
 - a) a detailed description of how the program addresses issues of social concern and/or provides the necessities of life that bring aid to the distressed;
 - b) a breakdown of all program costs the proceeds will be used for;
 - c) when, where, and how the program is delivered; and
 - d) how the program is advertised.
2. AGLC may require a letter of support for the program/services from a registered professional such as a psychologist or social worker regarding the benefits of the program.
3. Eligible program costs may include:
 - a) resources for education, counselling, and/or information programs. For wages/salaries/honorariums, also include the completed Request to Use Gaming Proceeds to Pay Wages/Salaries Form 5442;
 - b) basic life needs such as food, shelter, clothing, and furniture;
 - c) school breakfasts and lunches for children in educational programs from pre-school through grade 12 (must be available to all students);
 - d) activities that address specific issues of social concern for children under the age of 18;
 - e) food/meals when provided in conjunction with programs for children (under the age of 18) that specifically address social concerns (e.g. children in care). Expenses must be reasonable; and

DATE ISSUED: Dec. 1, 2018**AUTHORITY:**Original signed by
Gael MacLeod

CHARITABLE GAMING**PAGE 2 OF 3****SUBJECT: AID OF THE DISTRESSED - USE OF PROCEEDS**

- f) community gardens, such as:
 - i) rent/purchase of land and/or physical structures (e.g., greenhouse);
 - ii) utilities and equipment; and
 - iii) educational programs related to community gardens (e.g., nutrition awareness, food preservation etc.).
- 4. Proceeds may not be used to pay for:
 - a) activities that are primarily social, recreational, or self-interest in nature; and
 - b) non-essential items such as, gifts, t-shirts, and other memorabilia.
- 5. Groups may be approved to use proceeds to issue gift cards to provide the necessities of life (e.g., food, clothing, and shelter).
 - a) gift cards must identify a specific vendor to be eligible. Pre-paid credit cards are not eligible.
 - b) a log must be kept of all gift cards issued that were purchased using proceeds. The log must include:
 - i) purpose of the gift card;
 - ii) amount of the gift card;
 - iii) the name of the recipient;
 - iv) the signature of the recipient;
 - v) contact information for the recipient; and
 - vi) date of issue identification of the gift card vendor.
 - c) gift card logs must be retained for two years and provided to AGLC upon request.

CHARITABLE GAMING**PAGE 3 OF 3****SUBJECT: AID OF THE DISTRESSED - USE OF PROCEEDS****PROCEDURES:**

1. AGLC shall examine the group's proposed use of proceeds and approve those which comply with the above policy and standards, the policy and standards in Section 4 – General Use of Gaming Revenue/Proceeds, the Terms and Conditions of the licence and Board policies.
2. AGLC shall review the group's gaming financial report to ensure all disbursements of gaming proceeds have been approved and comply with the above policy and standards, Section 4 - General Use of Gaming Revenue/Proceeds, the Terms and Conditions of the licence and Board policies.